

ACORN USER

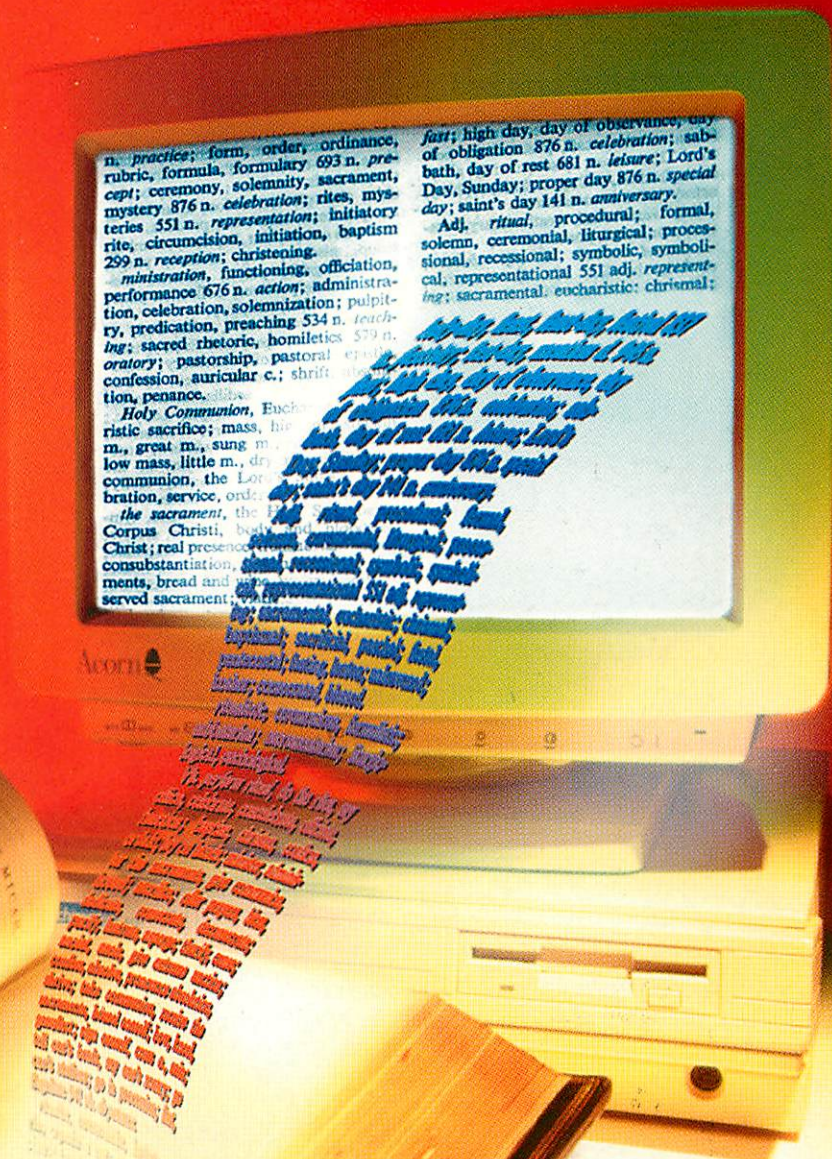
£1.80

MAY 1993

NO MORE TYPING

Optical character recognition for less than £60

A new hi-tech sequencer



FREE
A complete
game inside

ISSN 0263-7456



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05>

EUREKA!

...FOR PEOPLE MEAN BUSINESS

Eureka - ads: IDEDED04 & Eureka Sheets NatBus																				
Greyed Total		1	2	3	4	5	6	7	8	NUM										
N21		-N14+N17+SUMN18 N20)																		
ads: IDEDED04 & Eureka Sheets NatBus																				
A	B	C	D	E	F	G	H	I	J	K	L	M								
National Business Group																				
Consolidated Balance Sheets																				
Fiscal Year End December 31					1990		1991		1992											
Assets																				
Current Assets :																				
Cash and Equivalents					€	15.5	E	22.9	E	34.4										
Accounts and Notes Receivable						554.9		664.3		600.4										
Inventories						660.5		767.0		809.0										
Other						165.0		212.3		312.8										
Total Current Assets						1,415.9		1,667.0		1,756.6										
Property, Plant & Equipment						2,699.3		3,655.1		4,088.7										
Accumulated Depreciation						-248.2		-877.2		-1,021.1										
Property, Plant & Equip. NET						2,651.1		2,777.9		3,067.6										
Land						89.1		103.9		222.5										
Goodwill						655.2		1,089.8		1,215.8										
Other						108.0		365.1		299.6										
Total Assets						4,919.3		6,253.7		6,552.1										
Liabilities																				
Current Liabilities :																				

Eureka's advanced DTP-like publishing capabilities encourage you to create the most impressive reports and budgets, making full use of the Acorn Outline Font Manager.

We Cycle Worldwide, Inc.
1990 Global Efforts
Consolidated Results in Thousands

	Q1	Q2	Q3	Q4	Total
North America	5.7	3.4	2.5	6.4	18.0
Europe	2.3	1.8	2.7	3.5	10.3
Asia	1.9	3.4	4.5	3.9	13.7
Australia	0.8	1.0	0.8	1.2	3.8
Total	10.7	9.6	10.5	15.0	45.7

Worldwide efforts up significantly over last year

Using the Eureka style editor, you can create and apply all types of on sheet formatting and effects with the click of a mouse button.

The Data Series command allows you to automatically create a wide variety of Time, Linear and Growth series.

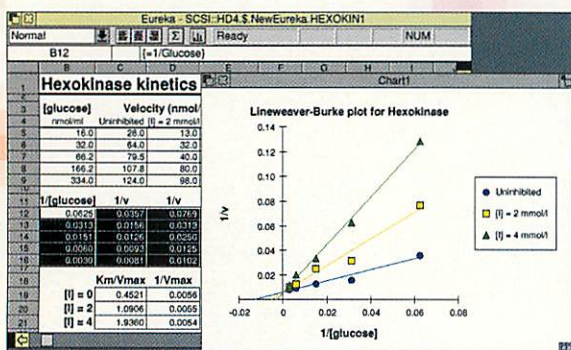


Multiple Regression Analysis

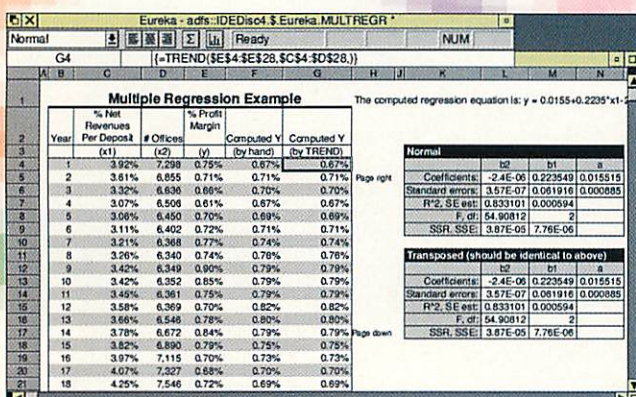
Variable Number	1	2	3
Constant	-48.448	0.764	0.713
Coefficients	6.471	0.131	0.158
Set Error of Coef.	0.025	0.002	0.002
Standard Error	0.025	0.002	0.002
Average Value	34.417	40.583	31.250
Standard Deviation	2.914	0.109	0.109

With over 155 built in functions, Eureka users have all the analytical mathematical power they will ever need, at their fingertips.

PEOPLE WHO USE BUSINESS



Eureka offers crisp, accurate business charting in a wide variety of formats.



Eureka's advanced statistical features make it the natural choice for scientific and engineering professionals, as well as financial analysts and business managers.

The screenshot displays a spreadsheet titled 'Budget' with columns for Personnel, Travel, Supplies, Large Equipment, and Miscellaneous. The table lists various items and their associated costs, with a total budget of £115,000.00. The spreadsheet uses a powerful range naming feature to organize the data.

Build and maintain budgets with speed and accuracy. Using Eureka's powerful range naming features ensures you can always remember what your formulae mean, even months later!

POWERFUL, RELIABLE AND FULLY-FEATURED

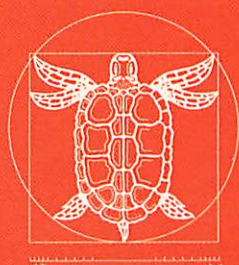
Eureka brings the power and innovative features of the very latest in easy-to-use spreadsheet technology to all RISC OS users.

- ▶ Fully integrated charting and graphing, including line, scatter, bar, stacked bar, pie and area.
- ▶ Powerful worksheet formatting with styles, including cell shading, cell borders with different colours and weights.
- ▶ Picture-style number and text formatting allows full customising of value display.
- ▶ Multiple worksheets with file linking.
- ▶ Import and export of CSV and Lotus 123 formats; export of Draw format.
- ▶ Point and click formula construction.
- ▶ Linear and multiple regression analysis.

Eureka is priced at £119 + VAT.
AVAILABLE NOW for any Acorn computer running RISC OS with 2Mb of RAM or more.

Eureka contains over 150 built-in functions:

Trigonometry	TYPE	VAR VARP	CEILING	DAYS360 DAY	MID REPLACE
PI SIN COS	ERROR.TYPE	GEOMEAN	FLOOR	HOUR MINUTE	SUBSTITUTE
TAN ASIN	ROW	HARMEAN	RANDBETWEEN	MONTH	
ACOS ATAN	COLUMN	RAND SLOPE	PRODUCT	SECOND	Financial
SINH COSH	ROWS	INTERCEPT	SUMSQ	WEEKDAY	PV FV PMT
TANH ASINH	COLUMNS	CORREL	SUMX2PY2	YEAR DAYS	NPV RATE
ACOSH		COVAR LINES	SUMX2MY2	DATE TIME	IPMT PPMT
ATANH		LOGEST	SUMXMY2		VDB DB DDB
RADIANS	PERMUT	TREND		String	SLN SYD NPV
DEGREES	COMBIN SUM	GROWTH	Matrix	CHAR FIXED	IRR MIRR
ATAN2	MAX MIN	AVERAGE	TRANSPOSE	DOLLAR	
		MINVERSE	MDTERM	CLEAN CODE	Lookup
Information	COUNT	RAND ABS		LEN LOWER	CHOOSE
NA ISNA	COUNTA	INT SIGN EXP		PROPER	INDEX
ISBLANK	AVEDEV	LN LOG10		DATEVALUE	HLOOKUP
ISLOGICAL	MEDIAN	SQRT FACT	Logical	FALSE TRUE IF	VLOOKUP
ISREF ISERR	MODE RANGE	FRACTION		AND OR NOT	LOOKUP
ISERROR	IQRANGE	EVEN ODD	Time	EXACT LEFT	MATCH
ISNONTXT	QUARTILE	LOG MOD	NOW TODAY	REPT TEXT	Miscellaneous
ISNUMBER	LARGE SMALL	ROUND		FIND SEARCH	REVERSE
ISTEXT N T	STDEV STDEV	TRUNC			



LONGMAN LOGOTRON

124 Cambridge Science Park
Milton Road
Cambridge CB4 4ZS
Tel. (0223) 425558 ♦ Fax (0223) 425349

F20		=Profit/Revenue	
		scsi::H	
	A	B	C
1	Garden World Mail O		
2	Break-even Analysis		
5	Fixed Expenses		
6	Administrative Personnel		
7	Publicity		
8	General Operating		
9	Interest		
10			
11	Total		
12	Variable Expenses Ratio		
13	Contribution Margin		
14			
15			
16	Revenue	Fixed Expenses	Variable Expenses
20	£265,000.00	£142,726.00	£155,274.00
21	£295,000.00	£142,726.00	£172,853.00
22	£325,000.00	£142,726.00	£190,431.00
23	£355,000.00	£142,726.00	£208,009.00
24	£395,000.00	£142,726.00	£235,597.00

THE FIRST CHOICE...

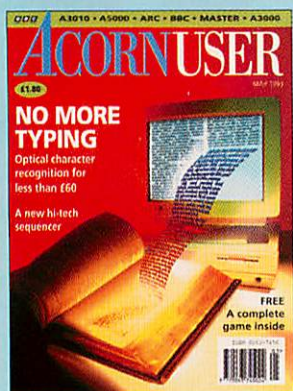
£51,214.00
£49,276.00
£32,358.00
£9,878.00
£42,726.00

Cost Of Goods Sold
Shipping
Operating Personnel

Total

Total expenses	Profit or Loss	Profit Margin
-------------------	-------------------	------------------

98,000.00	(£33,000.00)	-12.45%
15,579.00	(£20,579.00)	-6.98%
33,157.00	(£8,157.00)	-2.51%
50,735.00	£4,265.00	1.20%
78,323.00	£16,677.00	4.22%



COVER: GEORGE SNOW

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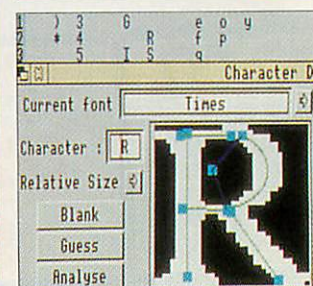
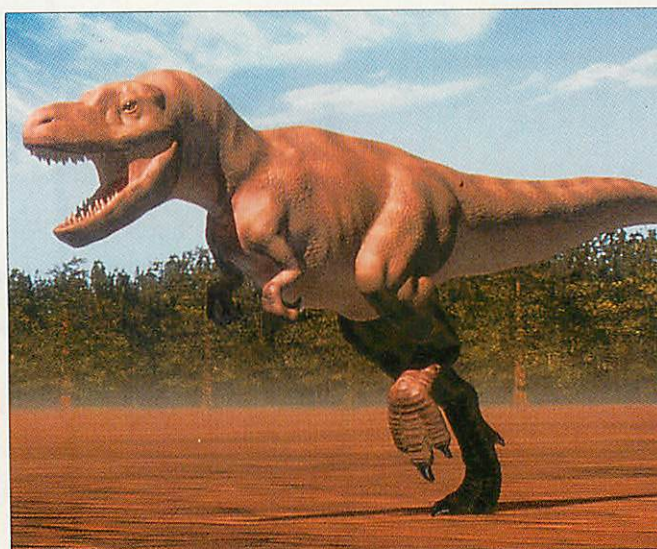
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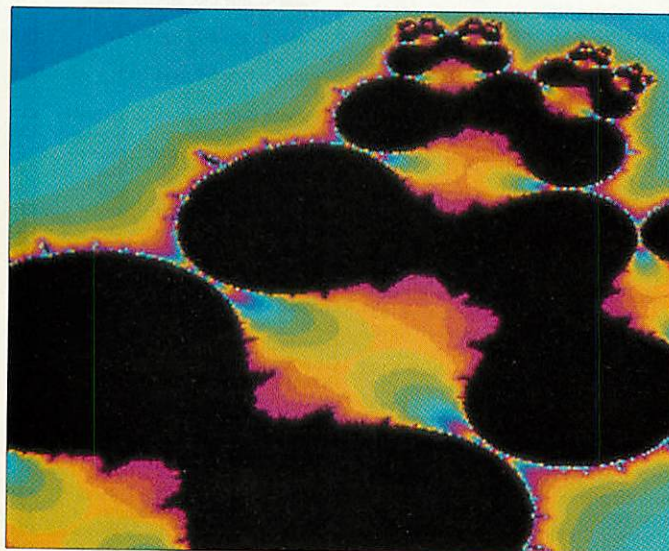
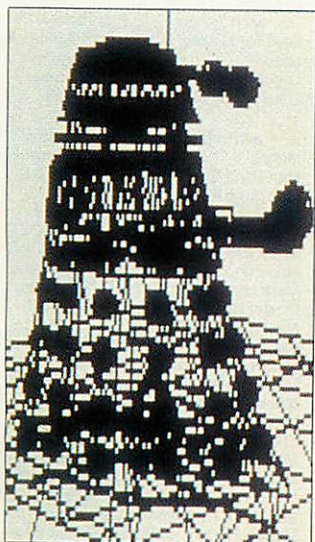
MAY 1993

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EDITOR'S LETTER

In the *Acorn User* office, we know when it's Spring by the size of our postbag. Just one morning in March brought us preview copies of *Knowledge Organiser 2*, *Serenade*, *ProArtisan 2* and the finished version of *Topographer* through the door, so we know that all must be well in the Clares camp. The battle for business supremacy is hotting up with the finished version of *Wordz* from Colton, to be followed soon by the spreadsheet *Resultz*.

And this is only the tip of the iceberg. There are countless other products vying for our attention, which we will be taking a closer look at over the following few months.

So what is the cause of all this springtime activity? Well, we like to think that the *Acorn User* Spring Show on 16 April has done its bit for the cause. There are plenty of new products planned for the show and we give you a last-minute run-down of the exhibitors on page 65.

Plus, on the back page there is a peer into the secret life of a product developer. Is planning and implementing a new release really fraught with tension and drama, or is it all one big yawn? Here is your chance to find out.

Finally, with a look at the latest development in OCR reviewed on page 21, we find copy typing for Acorn owners could become a thing of the past.

Hope you enjoy the issue and the merry month of May.

IC. Donaghay

ICS

051-625-1006

SOFTWARE

APRIL 1993

Beginner's Guide to Wimp Programming
on the Archimedes Sigma vo £13
Birthday Present Topologika £POA
Black Angel Fourth Dim £26
Blitz Arxe £17
BlowPipe Leading Edge £14
Bobby Blockhead vs The Dark Planet Atomic £15

Bookstore, age 7-16 ESM £37
Break 147 & Superpool Fourth Dim £25
Britain by Rail Fisher-Marriott £19
Budget DTP Dabs vo £13
Bug Hunter / MoonDash Minerva £10
Bug Hunter in Space Minerva £10
Business Accounts Minerva £298

C (new edition) Dabs vo £16
– with disc £24
CableNews Lingenuity £136
CADet Minerva £135
Cambridge Pascal Oak £79
Cartoon Collection Micro Studio £16
Casino Minerva £11
Castle of Dreams, age 9+ Storm £22
Cataclysm Fourth Dim £18
Caverns Minerva £10
C Development System RISC £77
Chameleon (new version) 4maton £33
Champions Compilation Krisalis £24
Charts & Graphs Computer Tutorial £17
ChartWell RISC £25
Chatter 4maton £34
Chequered Flag CIS £18
– Extra Circuits CIS £16

Chess 3D Micro Power £21
Children's Graphics Micro Studio £16
Chocks Away Compendium Fourth Dim £27
Chopper Force Fourth Dim £22
Christmas Adventure, age 5-8 Storm £19
Christmas Allsorts Sherston £15
Chuck Rock Krisalis £19
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– Vol 1 (General), sprites £19
– Vol 2 (General) / Vol 3 (Animals) / Vol 4 (Sport) / Vol 5 (Characters) each £25
Clip Art Set 1, drawfiles Midnight £28
Clip Art Set 2, drawfiles Midnight £28
CNC Designer V3 for Lathe TechSoft £343
CNC Designer V3 for Lathe and Miller TechSoft £493

CNC Designer V3 for Miller TechSoft £343
Coffee, age 9+ Storm £28
Colour Screen+Mac Human £90
– Arc/Mac Cable Human £24
ColourSep ICS £15
– site licence £45
ColourSep Starter Packs ICS £55
– DeskJet 500 (Mono) £85
– site licence £85
– BJ-10 with Cartridges £115
– site licence £40
– BJ without Cartridges £70
– site licence £34
Compression CC £17
Computer Basics Computer Tutorial £23
Concept Designer Longman £25
Control Logo Longman £25
Converta-Key Triple R £9
Cops Alpine £15
Countdown to Doom / Return to Doom /
Philosopher's Quest Topologika £25
Craftshop 1 4maton £19
Craftshop 2 4maton £19
Creator Alpine £31
Crisis CIS £15
Cross-32 Meta-Assembler Baildon £125
– manual for evaluation Baildon vo £15
Crystal Rain Forest, age 8-11 Sherston £37
Curves Topologika £37

Cyber Chess Fourth Dim £29
Cyborg Alpine £19
DataGraph Topologika £29
Datapower Iota £145
DataVision Silicon £79
DataWord Triple R £15
DBEdit 4maton £28
Decorated Alphabet, sprites Micro Studio £17
Designer V3 TechSoft £193
Designer Intro (not OS 3) TechSoft £75
Designer's Graphics, draw/sprites Micro Studio £16
DeskEdit2 RISC £27
Desktop Assembler Release 2 Acorn £119

Desktop C Release 4 Acorn £180
Desktop Database Iota £52
Desktop Folio ESM £60
– Themes: Christmas, Editors, Maths, Space, World War II each £22
Desktop Office v2 Minerva £95
Desktop Publishing on the Archimedes Sigma vo £13
Desktop Thesaurus RISC £18

Detect-a-Pet, age 5-11 DFS Reader £49
DrawBender ICS £10
– site licence £30
Draw_Help Sherston vo £16
Draw Print & Plot Oak £35
Dreamwave EMR £34
Droom Resource £24
Dust Resource £29
DTP Graphics 1 Mono, sprites Micro Studio £15
DTP Graphics 2 Colour Micro Studio £17
DTP Graphics combined Micro Studio £25
DTP Seeds 4maton vo £8
DTP Theme Packs, age 5-16 ESM £35
– Christmas each £29
– Editor's, Maths Fourth Dim £26

Easiword Plus Minerva £54
EasiWriter 2 Icon £115
– Dictionaries: Danish / Dutch / French / German / Italian / Norwegian / Spanish / Swedish / Swiss German / Welsh each £30
Ego: Repton 4 Superior £18
Einstein Ace £106
Elite Hybrid £32
EluciData (OCR) Irlam £155
– bought with Irlam Scanner £79
Enter the Realm Fourth Dim £18
Equasor CC £37
Ethnic Borders 4maton £10
E-Type Compendium Fourth Dim £18
Euclid Ace £55

Eureka Longman £99
ExcellonDrill Silicon £63
Express Midnight £45
Eye for Spelling ESM £32
Family Favourites (not OS 3) Minerva £11
Farmer Giles Computer Tutorial £16
Farmer Giles II Computer Tutorial £17
Fervour Clares £19
Film-Maker Silicon £63
Fireball II Xtra CIS £9
First Impression Word Processing vo £28
First Logo Longman £24
First Words and Pictures Chalksoft £21
Flare Silica £22
Flexifile Minerva £84
Flight Path, age 9+ Storm £27
Flight Sim Toolkit Simis £31
Fontasy ICS £15
– site licence £45
Fontasy / DrawBender / Placard ICS £30
– site licence £80
FontFX Data Store £9
– site licence £70
Font Pack – Newhall, Starter, Symbol Acorn £35
– each pack RISC £47
Font Pack 1 – Paladin, Swiss B, Symbol B, Vogue CC £24
Font Pack – Avant Garde, Bookman CC £24
Pembroke – each pack CC £24
Food for Thought Sherston £15
Freddy's Folly (not OS 3) Minerva £8
Freddy Teddy Topologika £18
– Balloons & The Zoo Topologika £27
– The Playground Topologika £27
– The Puddle & The Wardrobe Topologika £27
Freddy Teddy's Adventure Topologika £18
Fun School 2 Europress £17
– age -6, age 6-8, age 8+ each £18
Fun School 3 Europress £18
– age -5, age 5-7, age 8+ each £18
Fun School 4 Europress £18
– age -5, age 5-7, age 7-11 each £18

Galactic Dan Fourth Dim £19
Gammplot Minerva £36
Gate Array Design System Silicon £114
Genesis II Oak £99
Genesis Plus Oak £68
Genesis Script Language Oak vo £15
GenIndex Oak £39
GerberPlot Silicon £63
Giant Killer, age 10+ Topologika £29
Giant Killer Support Disc Topologika £24
Glimpse Sherston £10
Gods Krisalis £19
Good Impression Word Processing vo £25
Granny's Garden 4maton £23
Granny's Garden Resource Pack 4maton £15
GraphBox Minerva £57
GraphBox Professional Minerva £104
Graphics on the ARM Machines Dabs vo £15
Graph_IT Sherston £19
Greetings Graphics, draw/sprites Micro Studio £16
Gribbly's Day Out Coin-Age £19
GridIT Widgit £30
Grievous Bodily 'ARM Fourth Dim £18
Guile Dream £24

Hard Disc Companion RISC £45
Hearsay II RISC £69
HelixBasic PDK £79
!Help 3 Sherston vo £11
Hero Quest Krisalis £24
Hilghter, age 7-16+ Sherston £42
History Costume, sprites Micro Studio £16
Holed Out Compendium Fourth Dim £18
Home Accounts Minerva £34

HotLink Presenter Lingenuity £19
House of Numbers Chalksoft £20
Hoverbod (not OS 3) Minerva £11
Ibix the Viking (not OS 3) Minerva £11
IC SWI Baildon £15
– bought with Oddule £5
Illusionist Clares £69
Illustrators' Graphics, draw/sprites Micro Studio £16
Image Animator Iota £68
Image OCR Iota £POA
Image Outliner Iota £72
Imagery Palette Studio £70
Imagine (Version 2) Topologika £44
Impact! Circle £47
Impact! Demo Circle £22
Impression CC £123
– network version £650
– site licence £545
– extra hardware key for sites only £15
– extra manual for sites only vo £8
Impression Dabs vo £14
– with disc £17
Impression Borders CC £19
Impression Business Supplement CC £39
Impression Junior CC £69
– site licence £435
– extra manual for sites only vo £7
Insight Longman £68
Instigator Dabs £39
Interdictor 2 Clares £26
Investigator 2 (not OS 3) Leading Edge £21
IronLord UBI Soft £14
Isle of Wight Computer Tutorial £20
Ixion Software 42 £21

James Pond Krisalis £19
Jet Fighter Minerva £10
Jiglet 4maton £19
Jigsaw Iota £45
Junior Database Longman £23
Junior PinPoint Longman £23
Karma Periscope £20
Keyboard Player Chalksoft £17
Keylink Prolog Keylink £69
KiddiCad Oak £59
Kid Pix ESM £35
Knowledge Organiser 2 Clares £84
Krisalis Collection Krisalis £21

Landmarks – Aztecs, Civil War, Columbus, Egypt, Elizabeth I, Rain Forest, Second World War / Victorians
– each Longman £18
Last Days of Doom / Hezarin Topologika £17
Last Ninja Superior £19
Lemmings Krisalis £19
Letters and Pictures Chalksoft £20
Lexicon Dictionary – French, German
– each Stallion £19
Lexicon Dictionary – Russian Stallion £24
Lexicon – French, German –each Stallion £39
Lexicon – Russian Stallion £44
Linkword – French, German, Spanish
– each Minerva £37
Little Red Riding Hood, age 5-8 Selective £14
Logo Longman £55
LogoPlotter Longman £20
Lotus Turbo Challenge 2 Krisalis £19

Mad Professor Mariarti Krisalis £14
Magpie Longman £40
Mah-Jong European – The Game CIS £19
Mah-Jong Patience CIS £19
Mailshot Minerva £27
Manchester United Europe Krisalis £19
Maps and Landscapes 1 Chalksoft £19
Maps and Landscapes 2 Chalksoft £19
Mark Master Chalksoft £67
Master Break Superior £14
Masterfile (Version 3) RISC £46
Maths Sieve Computer Tutorial £16
Mazes, drawfiles Micro Studio £16
Memory Magic CIS £12
Mental Maths CIS £12
MicroDrive 2 CIS £25
MicroDrive Designer CIS £25
Micro Music Fisher-Marriott £19
MicroSpell 3.XX David Pilling £5
Micro Trader Accounts PRES £270
MIQ-29 Superfulcrum Domark £29
Military History, sprites Micro Studio £16
Minotaur Minerva £18
Missile Control Minerva £8
Mogul Ace £21
Money Matters Triple R £15

Madger Trails, age 9-11 Sherston £32
Bambuzle (not OS 3) Arxe £16
BASIC V Dabs vo £10
Basic Wimp Programming Dabs vo £POA
Battlechess Krisalis £24
BattleTank Minerva £9
BBC Basic Guide Acorn vo £21

Badger Trails, age 9-11 Sherston £32
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Basic Wimp Programming Dabs vo £POA
Battlechess Krisalis £24
BattleTank Minerva £9
BBC Basic Guide Acorn vo £21

Movaword	Chalksoft	£17
MultiFS	Axe	£27
Multistore version II	Minerva	£154
Myth of Moby Dick	Topologika	£27

Nature Graphics, draw/sprites

Naughty Stories (set of 6)	Micro Studio	£16
Navigator	Sherston	£48
Nebulus	Topologika	£39
Newton	Krisalis	£19
Night Sky	Longman	£20
Nominal Ledger	Clares	£67
Noot	Minerva	£78
Noot Art Disc	4maton	£41
Notate	4maton	£10
Note Invaders	Longman	£42
Number 62 HoneyPot Lane	Chalksoft	£20
Numbers and Pictures	Resource	£29
Numberscope	Chalksoft	£20
Number Zoo, age 3-6	Fisher-Marriott	£19
Numerator	Selective	£14
Numerator Chaos	Longman	£39
	Longman	£18

Oak Logic	Oak	£79
Oak PCB	Oak	£79
Oh No! More Lemmings		
(requires Lemmings)	Krisalis	£15
Ollie Octopus' Sketchpad, age 4+	Storm	£14
Omar Sharif's Bridge	Krisalis	£22
Order Processing/Invoicing	Minerva	£28
Orion	Minerva	£8
Orrery	Spaceteck	£93
Ovation	RISC	£85
Overload	Clares	£13

Paddock	ICS	£10
- site licence		£30
Pandora's Box	Fourth Dim	£18
Pappus	Computer Tutorial	£17
Paradroid 2000	Coin-Age	£22
PC Access	Minerva	£19
PC Emulator 1.8	Acorn	£89
PDT	Oak	£149
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Fourth Dim	£25
Fourth Dim	£25

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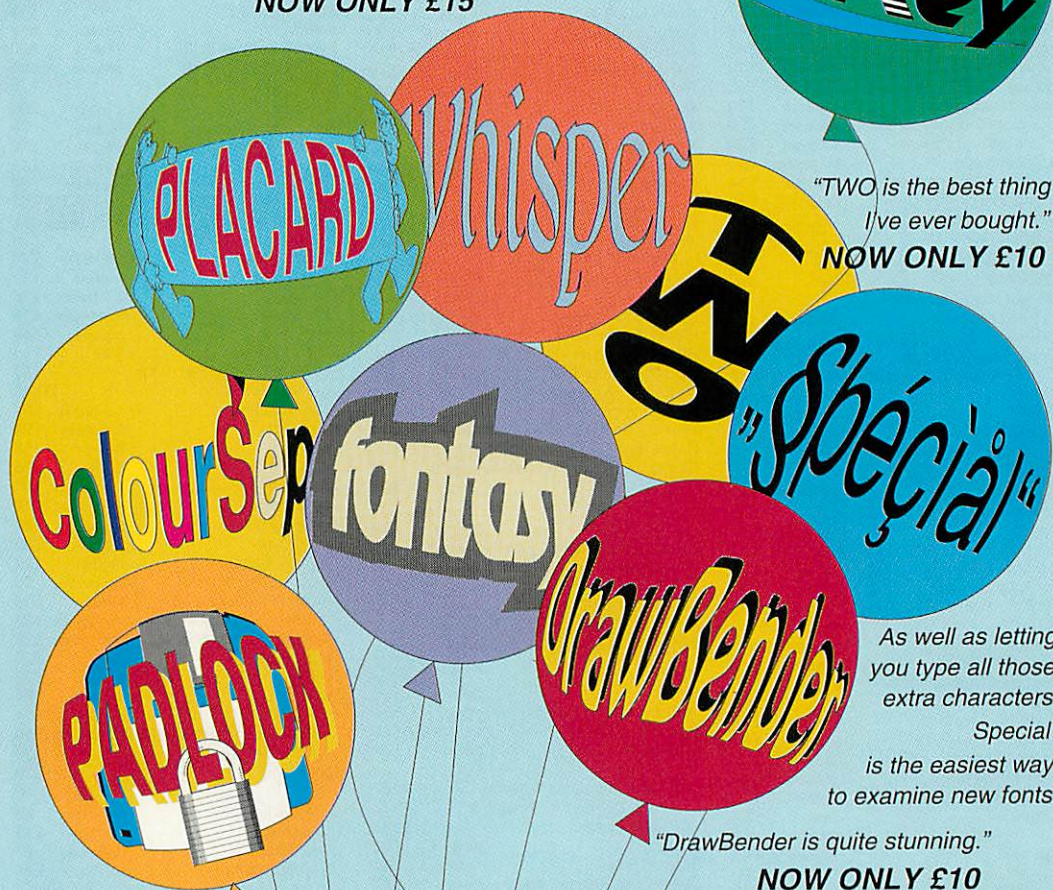
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TESCO OFFERS SCHOOLS BARGAINS

ONCE again, schools are preparing to go to extraordinary lengths to cash in on this year's Tesco deal. As it did this time last year, Tesco will donate a voucher, exchangeable for Acorn software and hardware, for every £25 spent in one of its stores.

This year, the scheme promises to be even more successful than it was last time. 'Last year the scheme was a bit of an unknown quantity and people were wary of its value. This year, schools are well prepared to get out there and really motivate their local communities to collect as many vouchers as possible,' said a Tesco representative.

The 1993 scheme was launched by Sarah Green, the BBC presenter of *Going Live*. Schools have until May 23 to collect Tesco vouchers and vouchers can be donated to your chosen school; you don't have to be a parent or teacher to join in.

Acorn User will be doing its bit and collecting for a local London school, so if you have any spare vouchers out there, send them into us at Tesco Offer, *Acorn User*, Redwood Publishing, 101 Bayham Street, Camden Town, London NW1 0AG.



Tesco's voucher scheme covers even more products than last year

This year's Tesco scheme covers a much wider range of Acorn products. The A4 portable (5,800 vouchers), Pocket-Book (1,200 vouchers), A3020 2Mb HD60 (3,500 vouchers),

and CD-Roms are all included. For a full-colour brochure about the scheme, contact the Computers for Schools office at 59 Russell Square, London WC1B 4HJ.

BEEB HACKER ACQUITTED

IN A celebrated court case that has furnished the basis of a contemporary moral panic, Paul Bedworth, a hacker who used his BBC Model B to infiltrate computer systems all over the world, has been found not guilty on all counts.

Bedworth admitted to unauthorised use of computers and telecommunications services including systems at *The Financial Times*, European Community offices, universities and medical bodies.

While there is no doubt that Bedworth's activities caused many of these bodies considerable financial outlay – including £20,000 in phone bills by the *FT* – his successful defence case was based on the

idea that he was an obsessive and compulsive personality incapable of social skills; hence he related only to computers and people he communicated with via bulletin boards.

The result has been a spate of scare stories that may have brought a smile to the lips of many Beeb owners. Possibly the most lurid headline, 'Computers turned my son into a robot', was featured in the *Daily Mirror*, but most of the major dailies managed to work themselves up into a self-important frenzy.

So ask yourself: do you spend a little too much time with your model B? If so, isn't it time you upgraded to 32-bit?

COMPUTER LOGIC

RMD, a new software company producing programs for the Archimedes, has been set up by two electronics engineers, Roy McDermott and Mark Derbyshire, to produce logic training software for those studying electronics.

RMD's first release is *LogiSim*, a digital logic simulator. Two and three input AND, OR, NAND, NOR, EOR gates plus NOT, JK flip-flop, low frequency clock source, counters, LEDs and switches are emulated. *LogiSim* is priced at £10 including P&P, and is available from RMD at 12 Padstow Road, Greasby, Wirral, L49 3AQ.

IN BRIEF

● Acorn will again be exhibiting at this year's Ideal Homes Exhibition at Earls Court in London. The Acorn stand (312C) is on the first floor of the exhibition centre and features the usual array of Archimedes computers, plus Lotus Turbo Challenge and a special section dedicated to Midi music making. The exhibition runs until 12 April.

● Apricote Studios, which hails from Manea near Cambridge, has netted a prestigious deal in New Zealand. Apricote's *Prophet* accounting package is to be bundled by Acorn New Zealand in its A4000 Home Office promotion.

Prophet will complement Icon Technology's *EasiWriter 2*, which is also featured in the Home Office System. The two applications work together using a mail merge feature. Australian, New Zealand, Canadian and Dutch versions of *Prophet* now supplement the UK version. Apricote is on (0354) 78432.

● Two new software releases for the education market have been released by Selective Software. *Number Zoo*, aimed at children between ages 3 and 6, is a program for initial teaching of numbers. Graphical games help to maintain kids' attention.

Number Zoo is priced at £16.45 inclusive. *Sports People* is a management program for schools and clubs to plan and organise sports events around individual competitors. The package is designed to complement the earlier *Sports Day* package which managed team events. *Sports People* is priced at £26.44 inclusive and is compatible with Risc OS 3.1. Selective Software can be contacted on (0458) 43079.

● PDK Technologies has announced *HelixLogic*, an editing environment for designing electronic logic gate layouts. *HelixLogic* can also simulate a design and allow input states to be changed and so reveal any resulting changes. Layouts can be exported in *Draw* file format and truth tables are automatically generated. *HelixLogic* is priced £24.95. For further details call PDK on (0525) 403541.

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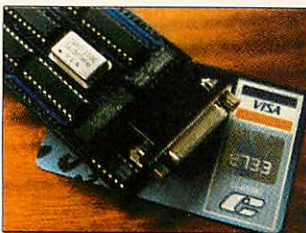
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LASER PRINTING FOR LESS OUTLAY

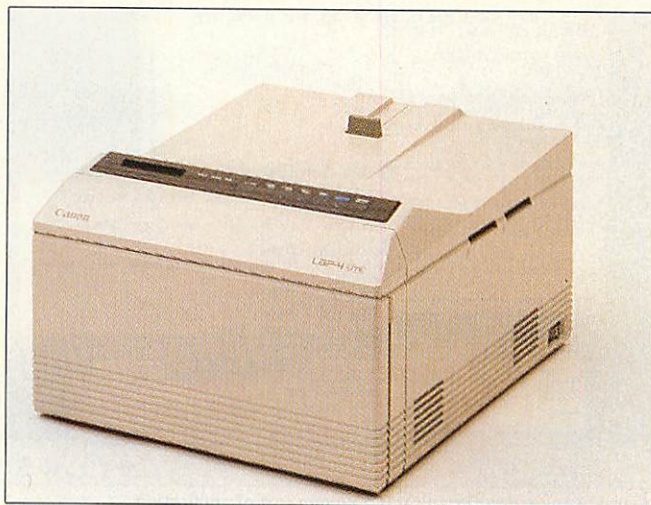
HCCS intend to reduce the price of their latest card by £100 when it is launched at the Acorn User Spring Show in Harrogate.

The new Laser Express direct-drive printer card allows the use of one of the least expensive laser printers around: the Canon LBP4 model called the Lite, which costs around £500.

Laser Express is compatible with low-priced Canon LBP4 Lite printers thanks to a new video interface. Laser Express are also the first direct drive laser printer controller card that can be fitted to practically any 32-bit Acorn machine, with the only notable exception being the Acorn A4 laptop. This flexibility is due



HCCS' card works with any Acorn



Canon LBP4 Lite can now be driven by HCCS' micropodule

to the fact that Laser Express is a micropodule that is compatible with the HCCS Ultimate Expansion System. MultiPodule adapters for MicroPodules cards are available for 'full-size' Acorn machines like the A300/400/540 and A5000, as well as the compact A3000/4000 ranges.

The normal price for a Laser Express card is £249+VAT. An Ultimate starter pack which

includes the MultiPodule adapter is priced at £269+VAT. For the show you will be able to purchase a starter pack for just £199+VAT, and this includes a Canon video interface worth £30.

The offer is strictly for show visitors. For more details contact HCCS on 091-487 0760. The Canon LBP4 Lite printer is available from several Acorn dealers.

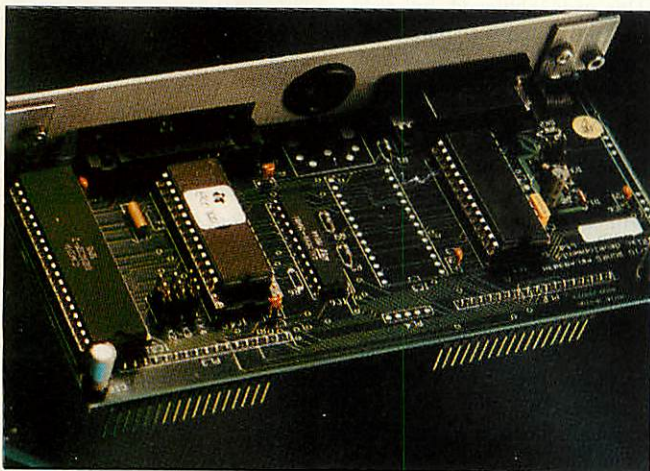
NET PRICES ANNOUNCED

RISC Developments has announced more details of its new networking cards.

The combined User Port, Analogue and Econet A3000/4000 minipodule costs £79.95+VAT. A boot Rom can be fitted to enable the card to boot from an AUN (Acorn Universal Network). The card is also available without the Econet interface for

£44.95+VAT. The full-size podule (A300/400/540/5000) as well as the A3000/4000 minipodule versions of the new Ethernet cards will cost £139+VAT.

Alternatively an internal A4000/3020 network card, which doesn't take up a minipodule slot, costs £159+VAT. Risc Developments is on (0727) 840303.



Risc Developments' net cards work with any kind of set up

THE STATE OF COLOUR

AN upgrade to State Machine's G8 Plus colour card allow it to be Replay-compatible, with full animation in true 16 bits per pixel 32K colour.

A TrueView application is supplied to display 24 bits per pixel colour clear files. TrueView also lets the user pan and scale images larger than the screen area. Along with TrueView also comes ARMovie, licensed from Acorn.

State Machine say that the card is the only solution offering 25 frames per second animation in true colour on the Arc. There is even a 50 frames per second option at a resolution of 384x288 pixels which offers flicker-free viewing. The upgrade cost is a £30+VAT option to new customers, while existing G8 users can upgrade for £20+VAT.

For more details, contact State Machine on (0582) 483377.

IN BRIEF

● Ayrshire-based software house Micro-Aid has released the latest version of its Payroll application just in time for the new tax year. Payroll is available for both eight-bit BBC micros and Risc OS machines.

The program can now handle the latest 'K' code specifications, in line with latest government legislation. Pre-printed payslip stationery produced by Micro-Aid is an option.

Payroll remains priced at £59.95 including VAT and there is an annual registration fee of £34. Micro-Aid can be contacted on (0465) 82288.

● John Reed, the editor of the amateur Illusions disc-based magazine for Archimedes users has contacted Acorn User with details of a new address and lower prices for the Illusions compilation discs, down from £6.95 to £4.95.

The second Illusions compilation disc is now available and contains around 40 articles from the first five issues of Illusions, plus some extras. John has also asked Acorn User readers not to phone the number that was published in our March issue. Instead, John can be contacted at 20 College Road, Wembley, Middlesex HA9 8RL.

● With the interest in Arm Risc chip technology currently soaring, what better time to publish a definitive guide to programming the Arm chip?

This is precisely what Alex van Someren and Carol Atack have done. The book even has the seal of approval from Arm Ltd, who advised the two authors during the book's creation.

The Arm Risc Chip - A Programmer's Guide, is an up to date reference work on how to program the Arm processor, and all the latest variants of the chip including the Arm250 and the very latest in the Arm6-series are covered. Co-author Alex is already well-known to many Acorn User readers via his products: the Aleph One Arm3 upgrades and Archimedes PC cards. The book will be published by Addison-Wesley in May, and has a provisional price of £24.95. The ISBN number is 0201 624 10-9. Addison-Wesley can be contacted on (0734) 794000.

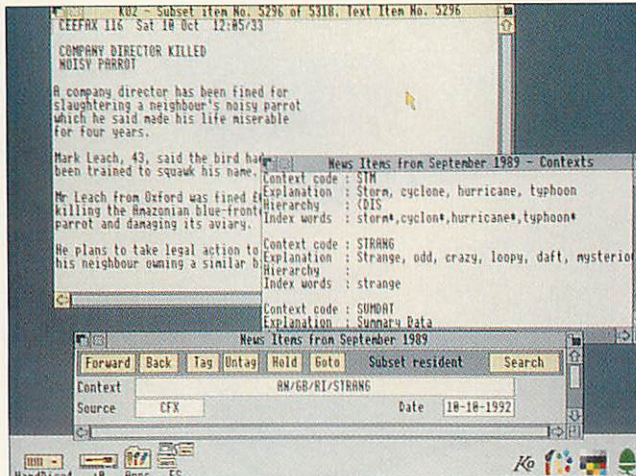
CLARES ORGANISES KNOWLEDGE

WITH a whole catalogue of new releases, Clares Micro Supplies looks set to be one of the central attractions at the *Acorn User Spring Show* in Harrogate. After the recent release of the 16-track *Serenade* sequencer as well as *Rhythm-Bed V1.27*, Clares is now putting the final touches to *Knowledge Organiser 2* and *Topographer*, with a selection of packages including *ProArtisan 2*, *NightSky*, *Rhapsody 3*, *Plot* and *Schema 2* to follow soon.

Knowledge Organiser 2 is a completely revised version of Clares' innovative textual information tracking application. Unlike its predecessor, *KO2* is fully Risc OS compliant. Information can be in a variety of formats, from Ascii text to viewdata, and can be searched in database fashion and arranged logically.

Also featured is data sharing and hypothesis testing. *Knowledge Organiser* is a fairly unique kind of application, so Clares has provided demonstration version for the uninitiated. *KO2* is priced £99.95 including VAT.

Now promised for release in the summer, the long-awaited Clares' *Schema 2* spreadsheet



Clares' Knowledge Organiser is a unique sort of application

will have the following new features: upwards compatibility with Acorn's *Advance* integrated spreadsheet application, economical use of memory and better performance, better spreadsheet publishing features and graphs hotlinked to spreadsheet data. It will be usable on 1Mb machines and the proposed price is £135.

Plot is scheduled to be released on May 1st priced £79.95. The program is a comprehensive charting application which features cartesian, cylindrical and spherical coordinates. A wide

selection of 2D and 3D plotting options are available.

Clares' *Rhapsody 3* music notation package is described as a major enhancement over *Rhapsody 2*, though the latter will continue as a low-cost alternative alongside the newcomer.

Added goodies in *Rhapsody 3* include guitar chords, a quick edit panel, a wider range of note styles, automatic bar checking and instrument names. *Rhapsody 3* has a proposed price of £99.95. For more details, contact Clares Micro Supplies on (0606) 48511 or see them at the show.

IN BRIEF

- A combined audio/motion video capture and still-frame video digitiser card is being developed by Brain Software.

The card can sample sound to a resolution of 13 bits. The real time video capture function stores digitised video in a non-compressed format which can then be compressed into an Acorn Replay compatible file format.

In addition, the card can be used as a high-quality video digitiser with hardware dithering. An early prototype of an A3000 minipodule was shown at the Bett Show in January and a full-size podule version will also be produced. It's not yet certain who will market the new cards, though the prototype was spotted on the Technomatic stand at Bett.

- Micro Laser Designs in Bristol is now offering a high quality colour laser printing service to Archimedes users. Prints can be up to A3 in size and images can be supplied in *Impression 2*, *Art-Works*, *Draw* or *Paint* sprite formats. The firm also does imagesetting to film, bromide or Plazar Plate. Micro Laser Designs is on (0761) 453308

- Cambridge International Software (Amsterdam) has announced it is to be the sole distributor for Acorn software and upgrades in Holland. CIS Amsterdam will complement ECD Computers Delft, which has been Acorn's long-running official agent in Holland.

CIS Amsterdam has just released its new disc sector backup utility *BackMan*, soon to be available in the UK for £9.95. CIS Amsterdam can be contacted in Holland on (01031) 20 620 6858.

- Intelligent Interfaces Ltd, based in Eastleigh, Hampshire, has taken over the marketing and support for what used to be release 2 of Acorn's Fortran 77 compiler package.

The company is well known for its Fortran-based Gino graphics libraries for the Archimedes. One of their first tasks, they say, is to completely revise the manual. It's Fortran 77 package is priced £99+VAT. Intelligent Interfaces is on (0703) 261514.

MAKE THAT A DATE

SHIELING Technology has come up with one of those ideas which makes people wonder why they hadn't thought of it in the first place. This one is a mouse mat with a calendar on it. The mat in question covers two years and has a high-durability but non-

slip PVC surface. The mat is colour coded beige to match most desktop computers. At £7.95 including VAT and postage it isn't exactly cheap, but it's certainly a novel idea. For more information, contact Shieling Technology on (0252) 519224.



Shieling's mouse mat: an idea whose time has come?

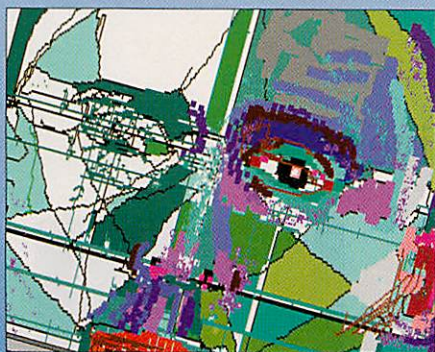
NEW SPEED PC CARD

ALEPH One has managed to improve the communication performance between its range of PC cards and a host Archimedes by around 50 percent. This was achieved by redesigning some of the card's custom chips.

The benefits are mainly better graphics performance, an area in which the PC card had been least impressive. New Aleph One PC Card supplies will have the new chips as standard but unfortunately the upgrade for older cards is not a DIY job.

Instead, existing customers can opt for a special upgrade service. The £25+VAT deal includes the chip swap and courier collection and return of your card. Contact Aleph One on (0223) 811679.

REVELATION ImagePro



‘Revelation ImagePro contains just about every feature that you could imagine to aid in the preparation of pictures and enhancement of existing images.’

‘At an amateur or professional level, ImagePro suits the needs of both.’

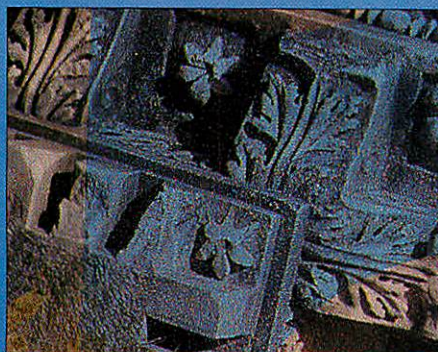
Peter Clements, Archimedes World

‘If you want this kind of package, then ImagePro is the one to buy... It's a superbly professional application.’

Richard Hallas, RISC User



STATE OF THE ART PAINT AND IMAGE PROCESSING



Create sprites in 2, 4, 16 or 256 colour modes (including new standard palette high-resolution modes now supported by third-party graphics cards).

Tools include user defined brushes, sprays, bristle and other painting effects.

Over 100,000 dithered colours under RISC OS 3.

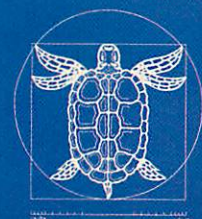
Fully editable graduated blends giving antialiased effects, directional graduations and image superimposition.

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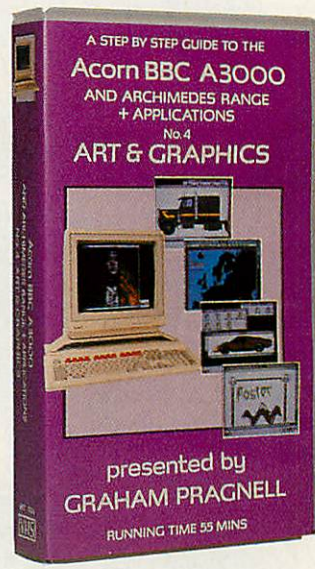
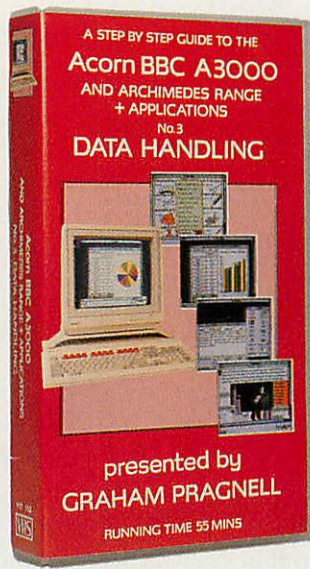
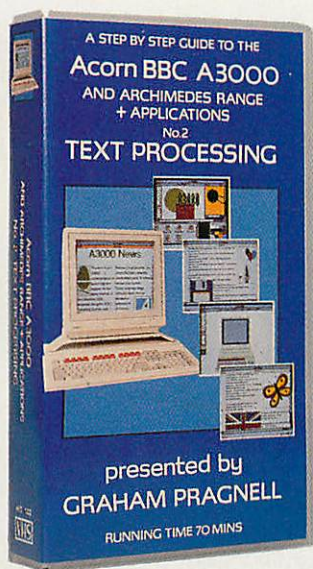
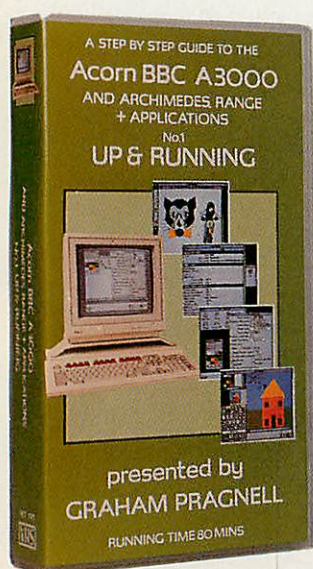
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1. Up & Running

An introduction to your easy to use, powerful multitasking BBC A3000 / Acorn Archimedes.

This video features:

- How to load and run software
- How to save to disc
- How to print
- How to edit text through *Edit*
- How to handle graphics through *Paint and Draw*

2. Text Processing

Word processing offers easy text manipulation for highly polished results, while Desktop Publishing offers a variety of page formats and the use of diagrams and pictures

This video features:

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- *Phase#2*
- *Ovation Professional DTP*
- *Technoscan II*

3. Data Handling

Your BBC A3000 / Acorn Archimedes offers powerful data processing coupled with professional graphic display

This video features:

- *Data Sweet*
- *Squirrel*
- *Schema*
- *Genesis*
- *Magpie*

4. Art & Graphics

Speed and ease of use makes the multitasking BBC A3000 / Acorn Archimedes computer superb for art and graphics. Effects can be created and undone at the touch of a button. Make full use of the 256 - colour palette that the machines put at your fingertips.

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- *Revelation*
- *Poster*
- *Technoscan II*

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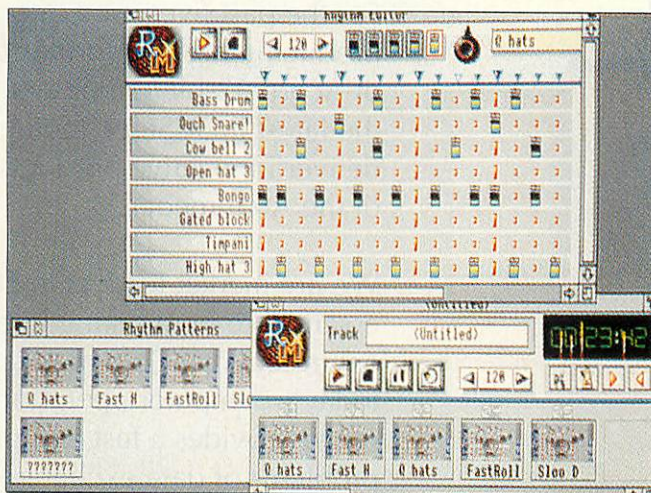
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ECS RECOMPOSES MIDI PACKAGE

EXPRESS Software Projects in Nottingham has released a new version of its *Compose World* Midi package with faster graphics, better icons and the more Midi instrument sounds. Upgrades are available for £5 to existing users who return their original disc. *Compose World* is priced at £48+VAT.

ESP has also announced *Rhythm Maker*, a grid-based pattern sequencer for Midi. It is compatible with both internal Archimedes sounds and external Midi instruments. *Rhythm Maker* costs £34+VAT. ESP can be contacted on (0602) 295019.



ECS's Rhythm Maker: the new grid-based sequencer

SPEEDING UP THE ARM

THE A3010, A3020 and A4000 can now run up to 40 percent faster, courtesy of a Turbo Ram enhancement from Simtec Electronics. This means smoother desktop operations and faster redrawing and printing, and should allow Replay movies to be played back at full speed in mode 28.

Rather than replace the standard Arm chip with a faster Arm3, Simtec's solution leaves the original Arm250 *in situ* and replaces the Ram with a faster type of memory chip, enabling the processor to be driven faster. Simtec says the performance jumps from 7

mips (million instructions per second) to 10mips. A 25Mhz Arm3 produces almost 13mips.

As a motherboard modification accompanies the plug-in Ram upgrade, the whole computer must be sent in for the work to be carried out. The upgrade cost is £129 and fitting costs £15 plus carriage. Call Simtec for more details.

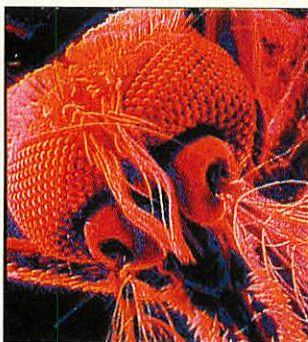
● Simtec has reduced the price of its Arm3 upgrade which features a socket for the soon-to-be released Arm FPA10 floating point accelerator. The new price is £165+VAT. Contact Simtec on (0772) 812863.

MORE CREEPY CRAWLIES

CUMANA has announced two more CD-Rom software bundles. The first pack consists of four CD-Roms; *Dictionary of the Living World*, *Creepy Crawlies*, *Image Warehouse* and *Grooves*.

Creepy Crawlies takes the user on a voyage of discovery through the world of bugs, beetles and spiders, etc. *Grooves* contains 90 tracks of royalty-free music ranging from classical to modern jazz.

Image Warehouse is a library of hundreds of full illustrations, smaller clip art pictures and scanned photographs suitable for all sorts of applications from decorating your desktop to brightening up a DTP document.



The price is £299+VAT each, but education customers can have a £50 discount.

The second pack is a subset of the first and £50 cheaper because it doesn't include *Dictionary of the Living World*. Cumana can be contacted on 081-547 3418.

SHARP DEAL

SHARP, has been signed up as the third manufacturer of Arm chips. The deal gives Sharp the right to produce and market Arm chips like Risc, and video processor chips.

Arm Ltd's managing director, Robin Saxby, said: 'We are very pleased to make this announcement since it extends the technologies associated with Arm architecture.' Saxby added that his company's goal of licensing Arm technology in the three key areas, the USA, Europe and Japan, had now been realised.

Sharp's executive director, Hiroshi Inoue, said: 'The licensed Arm products allows Sharp to open up the 32-bit microprocessor market. By using an Arm product as a core part, system-on-chip devices from Sharp will be enhanced to make many kinds of small-sized, yet high-performance, products become reality.'

This is probably a hint at Sharp's plans to build its own range of personal digital assistants or PDAs, the pocket sized computers that use artificial intelligence and handwriting recognition.

Sharp has already secured a deal with Apple to manufacture the Newton PDA, which is also Arm-based.

The other manufacturers that are already involved in Arm production are VLSI Technology in the USA and GEC Plessey Semiconductors in the UK.

IN BRIEF

● The Arm Club user group now has a Freepost address. If you would like further information about Arm Club activities, they can be contacted at The Arm Club, FREEPOST (ND6573), London, N12 0BR.

● Dudley College is celebrating the installation of a new, larger and more reliable hard disc system on its educational view-data online host system by making its entire library of *Ample* music files available for anyone to download. *Ample* music files work with the Hybrid Technology music synthesizer system which has been running on eight-bit BBC micros for many years now.

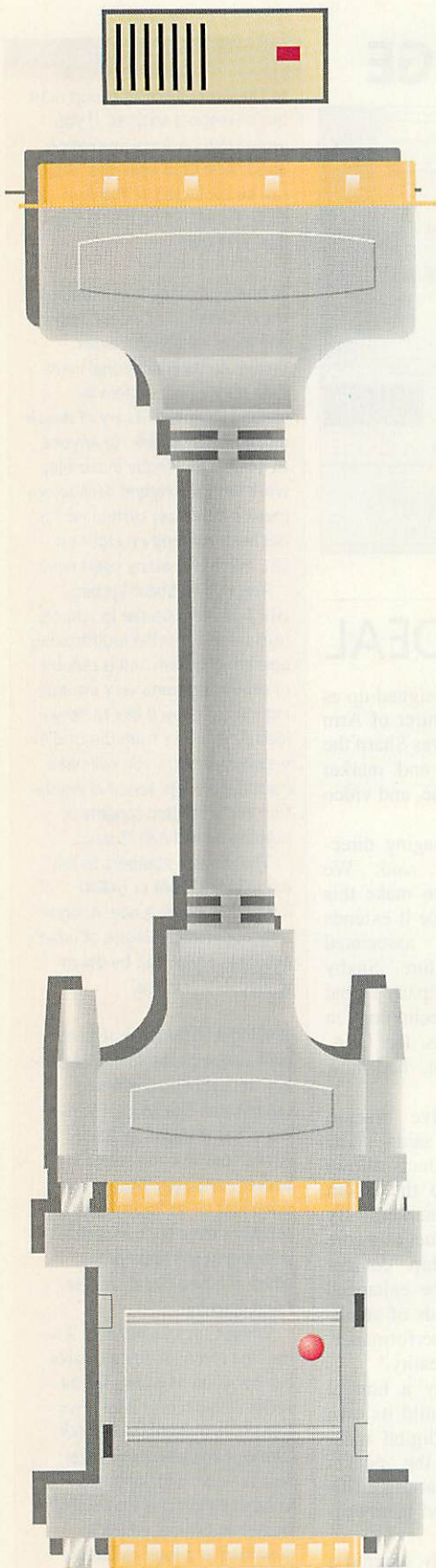
The Hybrid Music System, which is very popular in schools, uses a sophisticated multitasking operating system and is capable of producing some very interesting music. If you'd like to download *Ample* files from the Dudley viewdata system you will need Prestel viewdata terminal emulation and a modem capable of logging on at 1200/75 baud.

The modem numbers to call are (0384) 239944 or (0384) 238073, 24 hours a day. A regularly updated catalogue of what's available online can be downloaded as a text file.

● Widget Software, not to be confused with the similar-sounding education specialists in Leamington Spa, Widget Software, has released its *Games Pack 3* for the Psion Series 3 pocket computer. Widget confirms that all its Psion Series 3 software titles are compatible with the Acorn PocketBook, which is based closely on the Psion machine.

Widget says *Games Pack 3* is the first commercially available compendium of games for the Series 3 and Pocket Book. Five games are included in the £49 cartridge compendium: *Poker*; *Solo* (a version of *Solitaire*); *Reversi*; *Bandit* (for fruit machine freaks) and *Quad*, which is described as a logic challenge game which involves fitting shapes together.

More established Widget titles include a well-reviewed personal finance application (£69.95) and *Chess* for the Series 3/Pocket Book (£49.95). Widget can be contacted on (0438) 815444.



turning concept ...

For the past five years, Atomwide have specialised in producing high-performance solutions for the entire range of Acorn 32-bit computers. From the first ARM3 board, to the latest in SCSI technology, we have continued to deliver innovative products that complement the power of the Archimedes.

We are market leaders in Ethernet technology; a concept essential to networking in both education and business environments. Communication is a fundamental part of today's computer operation and Atomwide's Ethernet range provides a fast and practical answer to the problems of data exchange.

Up till now, adding a SCSI peripheral such as a hard drive or CD ROM player to your computer meant the loss of a valuable podule slot. In particular, if you have an A3010, A3020 or A4000, any further expansion is virtually impossible.

Atomwide's new SCSI interface allows anyone to utilise SCSI devices without sacrificing podule space. By working through the computer's parallel port, the interface makes it possible for A3010, A3020, A4000, A5000 and particularly A4 users to enjoy the benefits of large capacity storage.

The SCSI interface is supplied with a cable and full fitting instructions, all for only £49 (+VAT).

... into reality

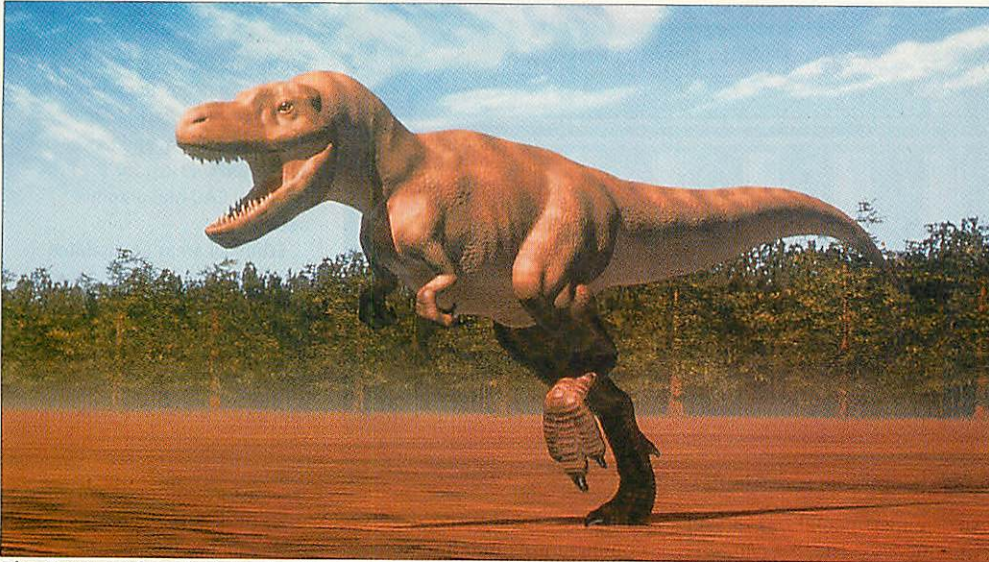


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IMAGINA SHOW RUNS NEW RISCS



Dino Tours, a prize winning animation, was created on a Silicon Graphics system driven by Risc processors

IN ITS idyllic setting overlooking the Côte d'Azur, the 12th Monte Carlo Forum on New Images, Imagina, once again left its audience in a state of awe. One aspect this year was the overwhelming presence of Risc technology, in areas ranging from art and animation to virtual reality, simulators and medical research.

This year, the Imagina Forum included graphics workshops. With £150,000 worth of graphics workstation, we were shown how to create

and animate scenes, using methods that are more commonly associated with cinematography and sculpture.

Such machines, whose manufacture has been monopolised by Silicon Graphics, typically use 64-bit Risc processors and are clocked at anything up to 150Mhz.

Silicon Graphics' flagship, the Reality Engine, allows the user to modify and fly around their three-dimensional creations; all rendered in real time. These muscular number-

crunchers, plus some remarkable software, are often used in movie special effects such as Arnie's metallic counterpart in *Terminator 2*. The forthcoming *Aladdin* from Disney was just one of many big-names appearing at Imagina's Pixel prize awards.

For lower-end consumers, owning hardware that photographically renders a scene in a fraction of a second may seem far-fetched. Yet it may not be so very far away.

Jack Kreindler

IN BRIEF

● **SPEX**, the soon to be released 3D environment designer from ExplAN, has undergone a number of changes and the price has been altered slightly to take this into account.

The secondary school version will now retail at £99+VAT and the primary school version at £59+VAT. A number of refinements, as well as additions, have been made to the software. Both packages will now include extra resource material in the form of work sheets and discs of clip art. As with the previous version, site licences are included as standard. Further details on SPEX can be obtained from ExplAN UK on (0822) 613868.

● **PROARTISAN**, the 256-colour painting package from Clares, is to get a major revision. Back in the early days of the Archimedes, *ProArtisan* started life as *Artisan*; the first ever art program written for an Acorn 32-bit machine.

Unlike the original *ProArtisan*, *ProArtisan2* is completely Risc OS compliant and runs entirely from within the desktop environment. As well as a complete revamping of the front-end, *ProArtisan 2* includes a wide selection of improved tools. Textures, Blends and Draw file importing are just a few of the new tools that have been added.

Image processing is now a major feature, making *ProArtisan 2* ideal for modifying scanned and digitised images.

Even in its unfinished form, *ProArtisan 2* looks like it could be the art package to which all others are compared. The proposed release date is late Spring 1993. For more details see our preview on page 59 or call Clares on (0606) 61348511.

● You can contact us with any news, views or comments by writing to The Graphics Page, Acorn User, 101 Bayham Street, London NW1 0AG, or by modem via Arcade BBS user #1144. Arcade is on 081-654 2212 or 081-655 4412.

If using Arcade, please stick to messages only. Any large files, such as pictures, should be sent on disc to Acorn User.

Rob Miller

TAKE YOUR BEST SHOTS

ACORN has now licensed the software to allow Acorn 32-bit micros to read Kodak Photo-CDs. But what will this mean for the average user?

The Photo-CD is the result of Kodak's development of a system that would provide a universal format for 'interactive publishing'. It's relatively cheap while being of a high enough quality for professional work.

Photo-CD is the storage of near-photographic quality images on a compact disc medium. Pictures are transferred from normal 35mm film onto a Photo-CD and 100 pictures can be held on a single disc. You can also start off by transferring a single roll of film - say 24 frames - on to a

disc, and then take the disc back to the transfer facility for 'filling up' at a later date.

Each picture is stored on the CD at five different resolutions to offer maximum flexibility. These range from 128x192 up to 2048x3072. A professional format allows pictures from 5x4 sheet film to be stored at full resolution.

At present, standard Acorn hardware is unable to display the high-quality images from PhotoCDs. Installing Computer Concepts' Colour Card, or an upgraded State Machine G8+ card, will allow users to view pictures in full 15-bit colour glory. Other cards are expected from third-party developers. For more details see our preview on page 63.

SIDE SHOW

COMPUTER Concepts' collaboration with Wild Vision has resulted in a new application to accompany Wild Vision's Chroma range of genlock/overlay cards. *SideShow* will be shipped with all Chroma cards in future.

SideShow allows existing graphics and text to be overlaid onto a standard video signal. Uses include captioning and subtitles for videos and presentations. Further details can be obtained from Wild Vision on 091-519 1455.

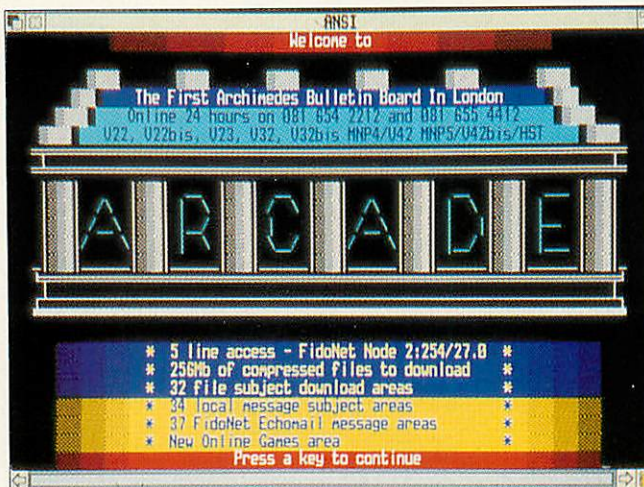
● There are only a few days left till the closing date of Computer Concepts' *ArtWorks* competition. All entries must be in on, or before, 30 April. Further details can be obtained from CC on (0442) 63933.



ARCADE EXPANDS ITS INTERESTS

ARCADE BBS and its hard drives have been whirring away busily for nearly three years, building a dedicated following of users who regularly meet in person to put faces to usernames and talk about Archimedes' and the meaning of life over a pint or two. Such is the calibre of Arcade's regular users that when its main hard disc drive failed catastrophically a year ago, they generously responded with a spontaneous electronic whip-round. This resulted in Arcade receiving enough voluntary donations to replace the old drive with an even larger one and obtain and install a tape-streamer backup system to archive the whole BBS resource nightly.

Arcade has been instrumental in getting several new BBSs off the ground by offering advice and assistance in the complex setting-up process of *ARCbbs* and *ARC-Binkley* software. Atomwide – a well-known local company – has recently sponsored installation of an additional fifth line in appreciation of the friendly atmosphere of the BBS and freely-given time and effort by the operators. Here I should declare my interest as part-time joint Sysop and software applications developer.



Arcade is loyally supported by its users

An experimental FidoNet Archimedes file, *Echo*, is being tested at Arcade. This is a system where, like Echomail message distribution, program and/or text files can be sent out around the Fido network during night-time polling.

Arcade, acting as a link in the chain of BBSs, receives a file, retains a copy and passes them on to BBSs in the scheme that have not already received them.

By popular request, Arcade has just launched two new Archimedes-interest FidoNet message echoes; one covering Archimedes games and gaming, the other expanding the

formerly local *Acorn User* comment area into a nationally distributable message echo. These are private but, if they become sufficiently active, could qualify for national 'Backbone' distribution.

Now *Acorn User* readers can express opinions on the magazine content, exchange ideas about published programs, and make use of the wide knowledge-base of FidoNet Archimedes users. SysOps interested in these message echoes should contact David Coleman at Arcade BBS by netmailing Fido node 2:254/27.0 or calling the BBS number at the foot of the page.

TO BABT OR NOT TO BABT?

A NUMBER of readers have enquired about the '£99 Hayes pocket modem' mentioned in the *Chatter* review, (*Acorn User* March 1993).

There are modems available in the UK at this price level, but BABT approval cannot be expected and actual use of any modem that is not approved by the BABT is illegal. However, the modem that we referred to was a ViVa 2400 Pocket. This is a battery powered product that can be purchased in the US for \$89, considerably less than £99!

In the UK the DynaLink 9624AP pocket modem is currently being advertised by ShiBro, who can be contacted

on 071-224 8320, for £99.95 inc VAT and delivery, and is a V22/V22bis data – but no compression – and 9,600 fax modem. The Dynalink 9624VQP model additionally features V21, V23, V42 and V42bis for £149.95.

These modems will work well with David Pilling's *ArcFax* program using his supplied *EXAR* driver. However, we must stress that, although it's perfectly legal to buy modems without the BABT seal of approval, it is illegal to actually use them in the UK on PSTN circuits.

For a modem round-up, including two pocket-sized models, see page 56

A-LINK FIX

THE RECENTLY available A-Link serial interface includes a replacement Risc OS 3.1 serial device driver module.

Aside from enabling A-Link to work correctly, this has the side-effect of curing most of the problems that have been experienced up to now with higher speed comms on the serial port with Risc OS 3.1.

Presumably Acorn will be making this module available to all users. The current inability of the serial port on older machines upgraded to RISC OS 3.1 to satisfactorily support speeds above 9,600 is particularly irksome with V32bis and higher-speed modems becoming popular and affordable.

NEWS IN BRIEF

● A new system called Raytech BBS is now online, dedicated to computer graphic ray tracing and rendering, and run by SysOp Paul Smith. The Scotland-based board supports most of the popular PC raytracers (*POVRay*, *Vidid*, *Ray-Shade* and so on) and has been appointed UK Host for the Professional CAD and graphics network.

Echomail areas are updated daily from the US on all graphics-related subjects including AutoCAD, Rayracing, Fractals, Animation and many others. Raytech BBS is on (0862) 88340 at all speeds to 14.4 V32bis/V42bis 8N1.

● Until now, Acorn A4 portable users have been denied the useful Action key shortcuts offered by *Arcterm7*, the popular comms software. The latest 1.44 version allows the use of an alternative left-hand CTRL-SHIFT key combination to access terminal functions, as well as implementing the new block driver serial interface standard.

This allows neater Econet modem server support and opens the way to linking *Arcterm* into other applications as a terminal emulator. *Arcterm7* costs £68 +VAT. For more details, contact The Serial Port on (0749) 670058.

● Connections BBS, a Viewdata system running on a BBC Master, is now back online with a new SysOp and a new phone number. The BBS is now run by Steve Beattie on 081-423 2878 for 24 hours using the ring-back system. Call the number and let it ring a couple of times then hang up. Call again immediately and the BBS will answer this time.

Connections, which was started by Steve Pursey – now SysOp of Arctic BBS running on an Archimedes – will continue to support the BBC family, and expand the original filebase.

● YOU can contact me with any news or information you'd like to be included on the Comms Page by writing to: David Dade, BBC Acorn User, 101 Bayham Street, London NW1 0AG or by modem on Arcade BBS, User #2 – 081 654 2212 or 081 655 4412

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The Ultimate System fits entirely within the
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1Mb RAM	£39.00
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Econet	£39.00
Serial Upgrade	£17.50
User/Analogue Podule	£39.00
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Video Digitisers	
Mono Vision Internal	£49.00
Colour Vision Internal	£79.00
Colour HiVision Internal	£129.00
Mono Vision External	£62.00
Colour Vision External	£92.00
Colour HiVision External	£142.00
Ultimate Expansion System	
MultiPodule (3 slot)	£38.00
A5000/400/300	
Hard Disc Drives	
100Mb Internal SCSI	£399.00
200Mb Internal SCSI	£649.00
20Mb Internal IDE	£179.00
60Mb Internal IDE	£269.00
Memory Upgrades	
1Mb RAM for A400	£45.00
2Mb RAM for A5000	£77.00
Expansion	
Econet	£39.00
Video Digitisers	
Mono Vision	£49.00
Colour Vision	£79.00
Colour HiVision	£129.00
Ultimate Expansion System	
MultiPodule (2 slot)	£39.00
A3010	
Hard Drives	
20Mb IDE	£186.38
60Mb IDE	£271.49
Memory Upgrade	
1Mb RAM	£29.79
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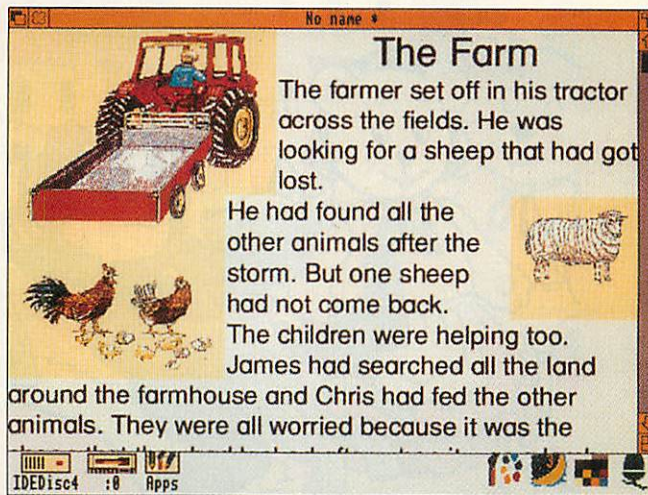
NEW PHASES FOR NW SEMERC

NORTHWEST Semerc has launched *Optima* for the Archimedes. It's a hypermedia database allowing users to link words, pictures and sounds to create multimedia pages.

Sticking to the policy of making software easy to use for special needs children, many of the commands are couched in terms such as 'bigger', 'taller', and 'thinner'. *Optima* is priced at £18.

Also launched recently is an upgrade to the original *Phases* word processing package, *Phases 3*. The new product incorporates the old functions with new ones such as blocking and moving, exporting of text and close procedures. *Phases 3* is fully compatible with *Full Phases*. It is priced at £18, and older versions of *Phases* can be upgraded by applying to Northwest Semerc.

In conjunction with Cumana and Acorn, Northwest Semerc



Phases 3 adds new features to a traditional favourite

has also launched a complete special needs solution machine. Based around an A4000, it contains a pre-fitted Cumana expandable multi-use interface/user port and a selection of software from many educational suppliers.

At £899, it looks an interesting buy for many primary, as well as special needs, schools. The addition of the interface allows easy use of switches, overlay keyboards and other devices. Northwest Semerc can be contacted on 061-627 4469.

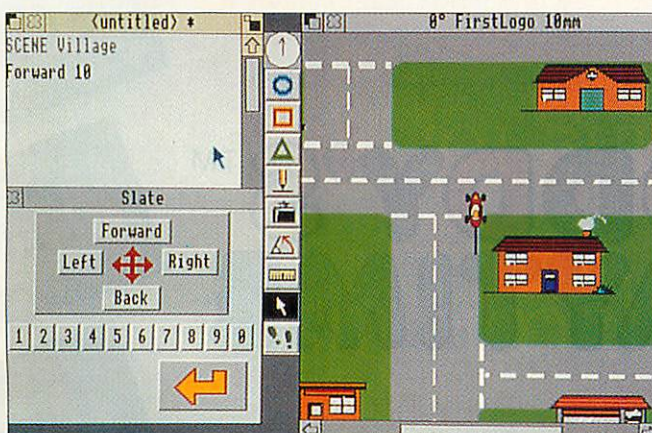
LOGOTRON'S NEW LOGO

LONGMAN Logotron has launched *FirstLOGO*, a Risc Os compliant, multitasking application for beginners in Logo, the graphics-oriented computer language.

FirstLOGO prints in colour from any suitable printer, using a standard printer driver and the ability to save the graphics created as *Draw* files makes this version an interesting development. Children are able to drag the turtle around the screen and *FirstLOGO*

writes the resultant commands. The inclusion of a ruler and protractor tools allowing the measurement of distances and angles is a useful inclusion.

The addition of a new multi-lingual capability makes the price of £24 for a single user copy and £72 for a primary licence worth an initial investigation. Logotron is offering a 30-day trial period; if you are not happy, the company refund your money. Longman Logotron is on (0223) 425558.



Longman's FirstLOGO makes it easy to get around town

ADMIRING THE VIEW

CLARE'S new application for the geography curriculum is a piece of software, based on standard Ordnance Survey map features, that allows the user to draw a map in two dimensions, choose a spot on their map and view the landscape from there in 3D; it is possible to draw in contour lines, forests, rivers and bridges and stand at the top of the hill and admire the view.

The two pieces of software making up the package can be used together, but anything apart from very small maps requires more than 2Mb of memory to switch from 2D into 3D. Care must be taken when designing maps; rivers can run uphill.

The full price for *Topographer* is £79.95, and a demo disc is available on request. This package is one of many launched recently by Clares (including three music titles and an upgrade to *ProArtisan*). For more details, contact Clares on (0606) 48511.

IN BRIEF

● St Johns Infant School in Hampshire marked the installation of a cross-site Econet network recently with a grand opening ceremony. The school-wide Econet network must be one of the first to be installed in an infant school.

The system uses a menu system (*Waiter* from Digital Services) with children choosing the software they wish to use. Each classroom contains a computer and each class has its own saving area on the server. Speed is rarely a problem since the demands made of the network are less than those of a large secondary school. Further information can be gained from Steve Holroyd at the Hampshire IT Centre on (0705) 378266.

● Icon Technology has now completed the addition of a sound module to its primary word processor, *Startwrite*. This feature means that by using software such as *Speech* from Superior Software, it is possible to get typed text spoken back. We will be reviewing this in greater detail next month.

● The series of popular games from Triple-R: *10/10 Maths*, *English* and *Early Essentials* now run under Risc OS 3.10 and the company is also working on further titles in modern languages, science and algebra. All titles are offered on a free 14-day trial. For further information, call (0724) 780370.

● If you are a registered user of Logotron's mathematics package, *Numerator*, then ring for your free set of *Numerator* workcards. This set of work cards has been created for use with the software, which models arithmetical functions and creates 'machines' that add, multiply and perform other functions as desired.

Each activity sheet is directly linked to National Curriculum attainment targets. The book was created by Brian Dye of Hewett School in Norwich. Archimedes *Numerator* costs £39.00 and is fully Risc-Os compliant. Logotron is on (0223) 425558.

Clare Johnson is the adviser for Bexley Acorn Education Centre

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Noddy's Playtime is a graded creativity and entertainment package for home computers based on solid educational principles for 3-7 year olds.

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- Farm Yard - animal matching
- Market Place - letter recognition
- Post Office - counting
- Police Station - maze game

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Noddy's Playtime features user friendly icons so that even the youngest family member can learn and have fun.

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JUDGING CHARACTER

Typing is dead, long live optical character recognition, says Mark Moxon

Optical character recognition (OCR) software is proving to be a most lucrative business: one major OCR software publisher estimated that revenues from OCR hardware and software in the PC world would top \$100 million this year.

It's not hard to see why; OCR can take paper documents and convert them into computer text which, of course, offers more convenience than any paper-based filing system.

The typical scenario where OCR becomes a godsend is when a filing cabinet stuffed full of paper documents needs to be put on to computer; typing the text in by hand is one option, but OCR is both quicker and cheaper than hiring a typist. All you need in order to set up your own OCR system is a hand-held mono scanner and suitable software.

NEW PACKAGE

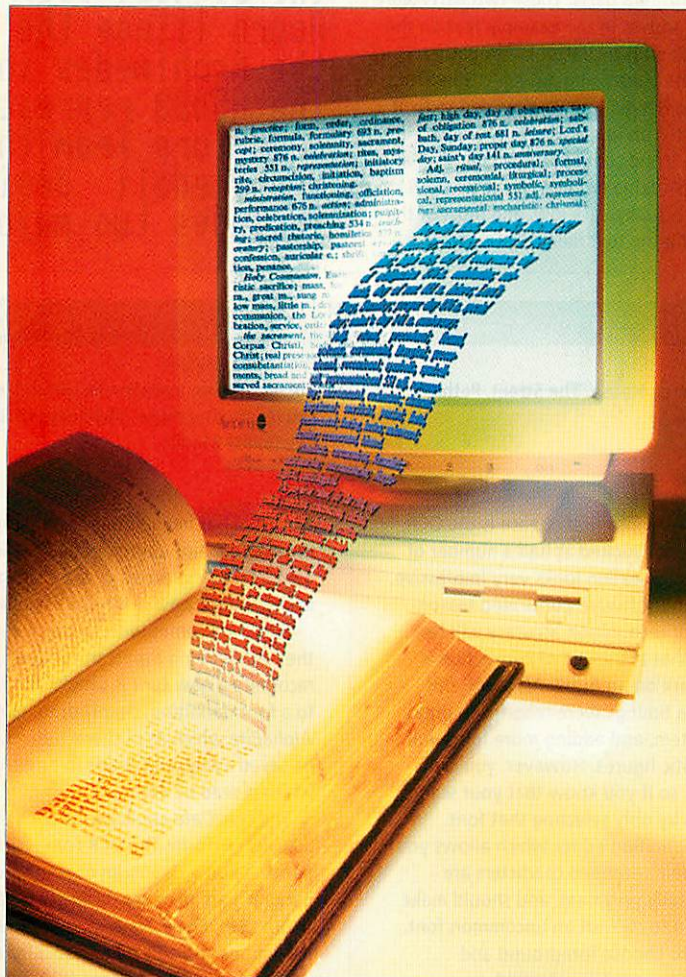
OCR packages have been available for PCs for some time but, until recently, OCR packages for the Archimedes were thin on the ground. Irlam's *EluciData*, released nearly two years ago, was the first stab at this market, but it failed to live up to people's expectations.

However, all that is about to change. There are now three contenders on the OCR scene: Risc Developments is set to release its package within the next few months. Meanwhile, Irlam is updating *EluciData* and a brand new company are about to release *Optical*.

OCR, the working title for Risc Developments' product, is now very near completion, and we tested out a pre-release version.

INTO ACTION

Working with OCR is simplicity itself. To process a page, scan it in and drop the resulting sprite on to OCR's icon.



The sprite pops up in a window: from here you can zoom in on the scan, rotate it or invert it as you wish. The next step is to create a zone on the page, by marking a rectangular area of the sprite to be processed.

By using zones in this way, OCR allows you to control how the page will be deciphered, thus avoiding potential problems such as multiple columns of text and pictures within the text. The zone can be resized in exactly the same way as frames in DTP packages, with eight ears arranged round the edges.

Now for the clever stuff. Start the OCR process, and a window pops up in which the text appears. The scanning

process is multitasking, and it doesn't make the machine too slow to use. When finished, the text can be saved as a standard text file and that's all there is to it.

IN PRACTICE

To test OCR, I scanned in the first two pages of *Acorn User's* review of the A5000 from December 1991, using Risc Developments' own Scavenger hand-held scanner set to 400dpi.

The results were good: out of 6,233 characters scanned, there were only 84 errors, giving a character accuracy rating of 98.7 percent. A quick way of assessing and comparing accuracy ratings is to take 90 from the percentage to give a

new rating. Thus OCR scores a respectable 8.7 points.

The speed of conversion is also impressive; the average rate of conversion for the *Acorn User* example was around 1,200 characters per minute on an Arm3 machine, which equates to around 220 words per minute. A decent typing speed is considered to be around 40 words per minute, so the OCR software wins hands down.

Risc Developments claims that speeds of up to 540 words per minute can be achieved, but this assumes a very clear scan at a lower resolution of 200dpi, and the accuracy does drop off to nearer 95 percent.

On average, Risc Developments aims for 30 words per minute, including scanning, adjusting the contrast, performing the OCR and then editing the text file for mistakes.

OCR software is, by its very nature, complicated. There are many methods for recognising characters from scans, but the latest buzz word in OCR technology is 'omnifont'. This approach works in the same way as the human brain: the software remembers characteristics about letter shapes, and when it sees a letter, it pulls it apart to see if it can work out the letter from its shape.

The advantage of omnifont technology is that, in theory, it can recognise almost any font. Risc Developments' OCR does not use omnifont technology – only PC packages costing well over £500 do – but it has a pretty sophisticated algorithm, enabling it to perform well with a large range of fonts.

The package, when sold, will be programmed to recognise at least the following list of fonts: Trinity, Garamond, Paladin, Bookmark, New Century Schoolbook, Homerton, Vogue and Corpus. However, because of the way the software has been written, it

POSSIBLE PROBLEMS

OCR is not a perfect science: there is no package in existence which can get everything right all the time. However, there are some errors that are quite common in OCR conversion, and they are interesting in that they demonstrate the methods used.

A problem we had with the scan of December's issue was with the lower case 's': the printing was quite faint, and the top and bottom of the character had disappeared in the scanning process.

Because of this, the match with the letter 's' in the shortlist was not good, so OCR tried splitting the 's' into two parts. These two parts were matched to the characters 'l' and 'i', as shown in the example text on the right, with a better fit than the match with the letter 's'. Altogether 17 of the 348 lower case 's' characters in the piece came out as 'li'. However, knowing this, a simple global replace was all that was needed to fix it.

Other errors on a similar tack were with lower case 'b's, which sometimes came out as lower case 'l's and commas if the character in the scan was disjointed, and a few 'n's came out as 'r's and 'i's. However, the number of errors was actually very low, and most of the above were easy to spot when editing the text file.

the A5000. Judging by the buzz of excitement among visitors (especially those who were queueing to buy one) the new machine is undoubtedly the biggest leap forward for Acorn! since the introduction of the Archimedes in 1987. The A5000 represents a departure from the original Archimedei design and includes two major improve-

THE COMPETITION

Product: Optical

Supplier: Neurotron Software, Birch Tree House, The Street, Petham, Canterbury, Kent CT4 5QU

Tel: (0227) 700516

Price: £59

Neurotron is a new software company whose first release is the OCR package *Optical*. The pre-release copy we looked at had a number of features missing, but the projected specification looks very impressive.

In the early version that we saw, the software performed reasonably well. Neurotron says its character recognition accuracy will be better than 90 percent, and reckons that the speed of conversion is around the 240 words per minute mark on an Arm2. Although this sounds much quicker than OCR, these timings were taken with only one font definition built into the system, and adding more fonts will slow the system down to more realistic figures. However, you can select which fonts are to be checked, so if you know that your scan is in one font only, you can speed it up by only selecting that font.

Optical also includes a character definition editor which allows you to edit the font definitions against which scanned characters are matched. This part of the system is really very neat, and should make the package quite flexible if you need to convert an uncommon font. Another useful feature is the ability to choose foreground and background colours, so that colour scans can be converted.

There are a number of features that Neurotron hopes to add, including an intelligent spellchecker and a multitasking option for the conversion, but they hadn't been implemented in the pre-release version. *Optical* looks to be a good application, though it's too early yet to comment on its performance.

Product: Elucidata

Supplier: Irlam Instruments, Brunel Institute for Bioengineering, Brunel University, Uxbridge, Middlesex UB8 3PH

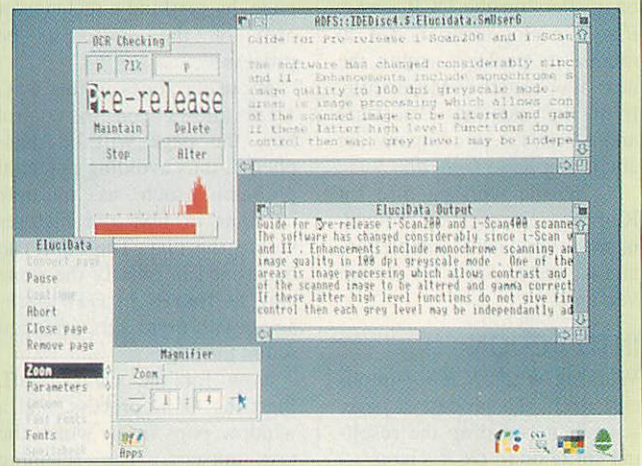
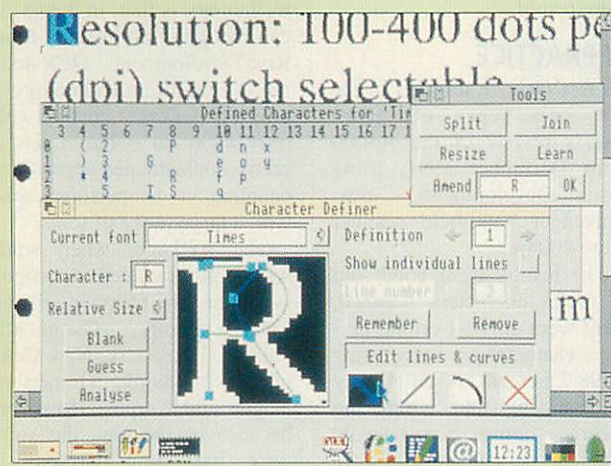
Tel: (0895) 811401

Price: £159

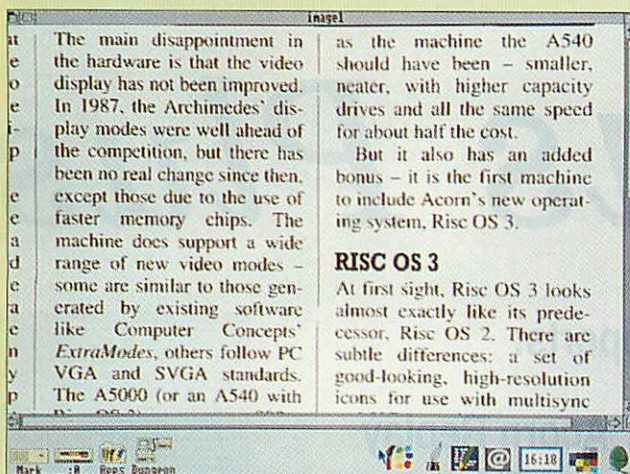
Elucidata has been around for nearly two years, and is now going through a major upgrade, which will be sent free to all registered owners. Early versions of the package were not as effective as people expected, but now it is more reliable and flexible.

Elucidata comes with an application called *AlphaBite* which provides the font learning aspect of the package. Teaching the software to recognise a new font is simple, though a little laborious: to add a letter to a font definition, simply drag a box over a scan of the letter, and tell *AlphaBite* which ASCII character it represents. Font definition files can be saved away, and reside in an application folder called *!Alphabets*, which is read by *Elucidata*.

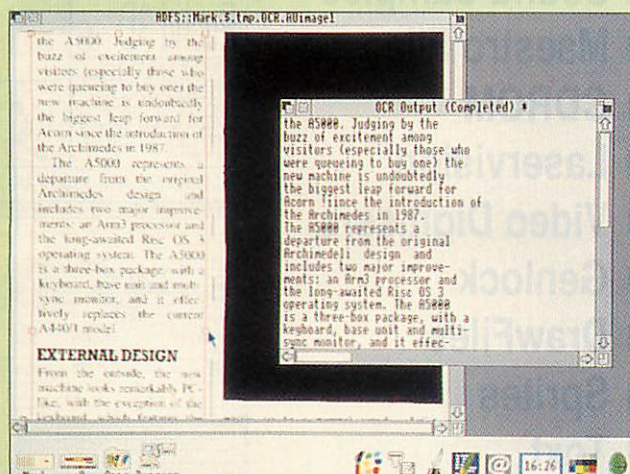
The *Elucidata* application forms the heart of the package, and actually performs the OCR conversion. Performance was quite adequate on a clear scan of some monospaced text in *Corpus*, but the package had immense difficulty with the hand scanned page from *Acorn User*. *Elucidata* is mainly aimed at those with high quality flatbed scanners, like those sold by Irlam, and as a result the package is not really suited to budget OCR. Conversion was also quite a lot slower than Risc Developments' offering, though in the released version it will be faster. There are some nice features, such as the handling of possible errors in the scan and, at this stage, *Elucidata* seems to be a competent package. However, with the competition selling for about £60, it could prove to be rather overpriced.



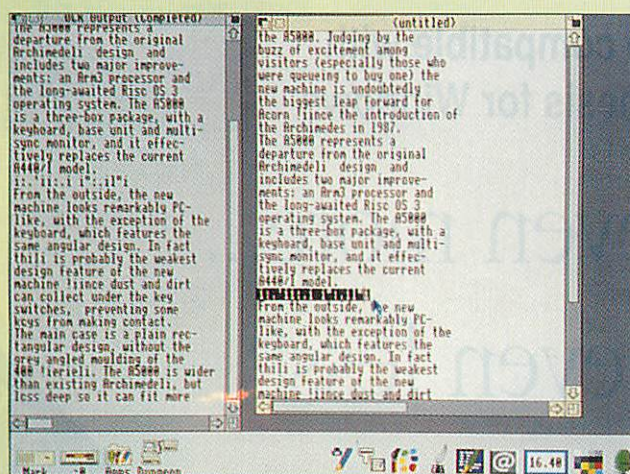
OCR IN ACTION



A portion of the original scan, viewed using *Paint*. This scan was input using a Risc Developments Scavenger hand scanner, and you can see that the scan slopes from left to right: this caused no problems with OCR, though.



The OCR software goes into action. The red box shows the zone to be converted, and the text appears in the grey window as it is read. Notice how the zone avoids including the vertical lines to the right of the column.



The OCR output goes to *Edit*, for corrective editing. Each column was converted separately and, as the processing was multitasking, one column could be corrected in *Edit* while the next was being processed.

should be able to recognise fonts similar in general design to the above.

One important point is that the package (at the moment) has not been taught bold or italic styles, though future versions should be able to recognise these effects automatically. The problem is that as more fonts are added to the OCR database, the system slows down, so a reasonable range of fonts were included.

BEHIND THE SCENES

When a zone is put through the OCR mill, the software tries to find gaps between lines by drawing imaginary lines across the image: if a line can be drawn without going through black, then there is a gap between lines.

Of course, with hand scanners the image might be slightly off level, so the lines don't have to be horizontal, or even straight, as long as a feasible line can be drawn. If lines cannot be drawn through a zone, then that zone is classed as graphics, and is ignored. For example, in our test scan, (see the examples on the right) the zones had to avoid the vertical lines in the original article, otherwise the whole text area would be ignored.

Once the software has decided where the gaps between lines are, it takes each line in turn and processes it. A similar approach to that for line detection is used to work out the positions of the individual characters in the line: the line is traversed, and details of the spread of white space in the line are built up, from which the gaps between words can be calculated, as well as the positions and sizes of individual characters.

Each block of the scan which OCR thinks is a character is then taken and compared to the font definitions which the package knows about; these definitions are stored as sets of statistics, and the software can decide very quickly whether a match is any good.

When OCR has checked through all the font definitions for a match, it builds up a shortlist of the characters which it thinks are the best guesses. If the statistics show that these guesses are not very close, the block is split into

two pieces vertically, and each block is matched; this method is especially applicable to ligatures such as 'fi', where the characters can physically join up on the page. If the match for the two blocks is better than the match for one block, then the two matches are used, otherwise it's back to the shortlist for the best match from there.

The choice from the shortlist is also influenced by the context analysis stage, which makes sure that numbers don't appear in words, to prevent lower case 'l's being interpreted as '1's in the middle of words, for example. Finally, the characters are displayed in the output window a line at a time.

EARLY DAYS

It's too early to compare the three packages on equal terms, as they are all at different stages of development. However, at this stage, the Risc Developments package looks the most promising.

Risc Developments hopes to price the package at around £50 to £60 which is literally a tenth of the price of a decent PC package. Admittedly the PC packages have better technology and have whole companies dedicated to their packages, but the results from Risc Developments' package are probably good enough for most users.

Possible enhancements to the package include an application to teach OCR new fonts, multiple text zones, an intelligent OCR-specific spelling checker, retention of style information, multi-column capabilities, automatic detection of ligatures and a built-in editor, although the first version to be released will be broadly as described above.

If the package sells well, then Risc Developments may consider all sorts of extras: it already has a fast and reliable OCR interpreter, and that's the hardest part to get right.

PRODUCT DETAILS

Product: OCR Software
Supplier: Risc Developments, 117 Hatfield Road, St. Albans, Herts AL1 4JS
Tel: (0727) 840303
Price: £50-60

The *de facto* standard multimedia authoring system for the Archimedes

Genesis Plus

The Genesis family of multimedia authoring systems is the most widely used on the Archimedes, and now produces applications which can also run, without change, under Windows™.

Genesis Plus allows the creation of applications consisting of linked pages of information in a wide variety of formats. Pictures, sounds, animations and text can be added simply by dragging files into frames on your page - just like using a DTP package. Text can also be typed directly into frames and formatted to suit.

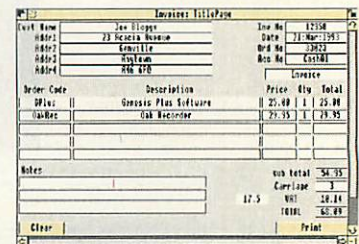
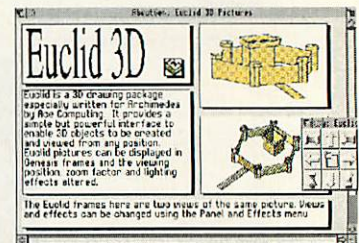
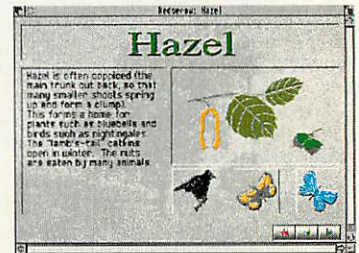
The power of Genesis lies in the fact that every frame can be readily linked to other pages so that information can be organised and cross-referenced very easily. Simply clicking the mouse over a linked frame will then lead to further information about the object in the frame, or might play a sound sample relating to the subject in the frame.

Genesis Plus uses powerful compression algorithms so that data is stored efficiently. It is capable of running well even on 1Mb single floppy disc machines, but has sufficient power to manage even the largest of CDROM based databases.

Supports:

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Sheridan Williams' BBC micro database manager, *Masterfile*, now fast approaching a decade old, has now been rewritten and released in a new Risc OS version by Risc Developments.

The early signs for *Masterfile* are encouraging, although the package artwork is clearly reminiscent of the Macintosh database, *Filemaker*. The software arrives on a single floppy disc, accompanied by a second disc of example databases and a quick reference card. The manual is commendably slim at 100 pages, and clearly written. *Masterfile* installs without any fuss; Risc Developments has clearly learned from the adverse reaction to early protected versions of *Ovation*.

However, any favourable impressions are quickly destroyed by the process used to define a database structure. *Masterfile 3* uses a similar 'descriptor' concept to its eight-bit antecedents. This has a distinctly old-fashioned feel. It uses a spreadsheet-like display, with each row of entries defining a field in the database. Into the columns, you fill the field name, type, width, any range checks and options.

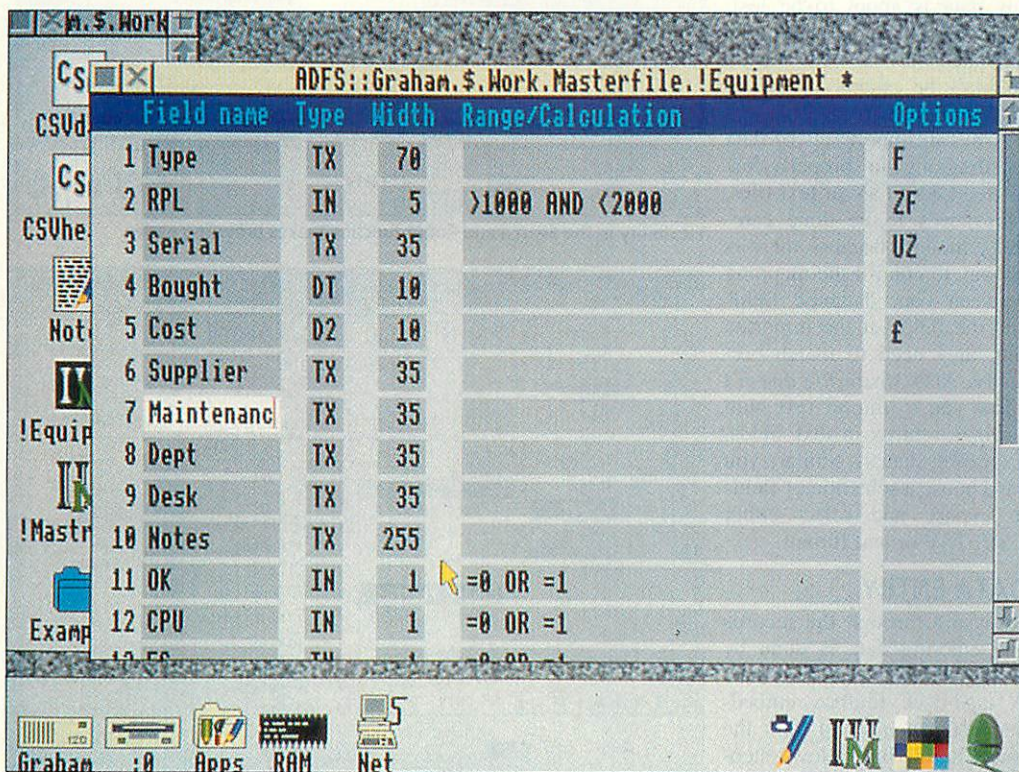
But to do this, there's no help, not even a menu of possible field types or options. You can quickly define the fields you want from the six types available (fixed-length text, integer, real, date, calculation and picture).

Calculation fields can be used to show the results of calculations applied to other fields, for example adding VAT to prices, or automatically allocating a unique serial number to each record in the database; something that Digital Services' *Squirrel* lacks.

Calculations can be entered into the descriptor table using Basic-like maths and string functions, and the same syntax can be used to define range checks for normal fields; upper and lower limits, or even short lists of valid options such as "Mr" OR "Ms" OR "Dr". This is remarkably flexible and easy to use. But there are a couple of silly restrictions: for example, field names are limited to only ten characters – fewer than the eight-bit *Masterfile* – and there are no ready-made boolean (yes/no)

OLD MASTER

Graham Bell examines the latest avatar of Masterfile



The screenshot shows a window titled 'ADF5::Graham.\$Work.Masterfile.!Equipment *'. It contains a table with the following columns: Field name, Type, Width, Range/Calculation, and Options. The table lists 12 fields for an equipment database.

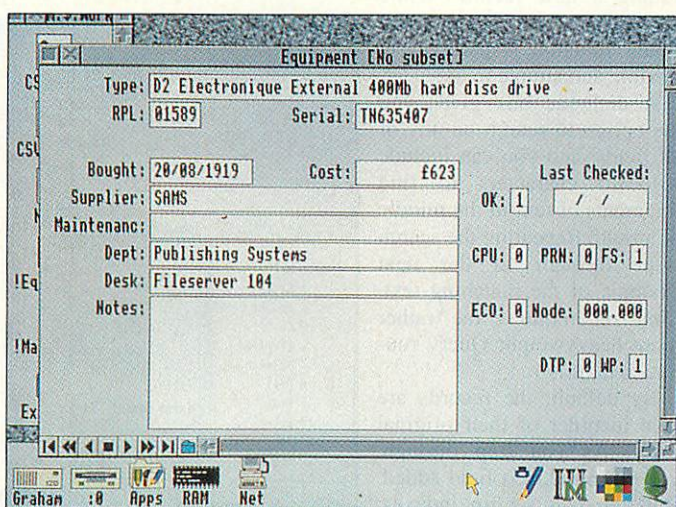
Field name	Type	Width	Range/Calculation	Options
1 Type	TX	70		F
2 RPL	IN	5	>1000 AND <2000	ZF
3 Serial	TX	35		UZ
4 Bought	DT	10		
5 Cost	D2	10		f
6 Supplier	TX	35		
7 Maintenance	TX	35		
8 Dept	TX	35		
9 Desk	TX	35		
10 Notes	TX	255		
11 OK	IN	1	=0 OR =1	
12 CPU	IN	1	=0 OR =1	

A Masterfile database is set up using a descriptor table

fields, though you could use a single character text field with a range of "Y" OR "N". There is no support for arbitrarily long text file fields, nor for the storage of files other than sprites or drawings.

In *Squirrel* or *Datapower*, the process of defining the database structure is integrated with designing the primary card layout, and it is a very slick graphical process. In *Masterfile* the two remain quite separate. Completing the descriptor table and saving it creates the database, stored as a new directory, into which *Masterfile* writes a blank data file, a default card layout and the descriptor itself. It also sets up empty index, report and subset folders.

The layout editor is basic: you can move fields around, change their displayed size, add label text to the card and so on. But there is no way to use outline fonts, nor to



The screenshot shows a window titled 'Equipment [No subset]'. It displays a data entry card with various fields filled in, including Type, RPL, Serial, Bought, Cost, Supplier, Maintenance, Dept, Desk, Notes, and OK. The card also includes checkboxes for CPU, PRN, FS, ECO, Mode, DTP, and HP.

Data entry cards can incorporate graphics

change the card colour. You can change the colour of each field, and liven up the presentation by including a drawing or sprite on each card. A grid can be switched on to help position the various elements on the card, but its size cannot be varied.

You can in fact design several different card layouts, which can potentially show different fields: it is possible to hide certain fields, so that, for example, by using one card layout you could type in details of a company's registered address on one card, but

then show the trading address on the normal card layout.

As well as redefining the cards, you can also restructure the whole database by going right back to the descriptor and changing that – perhaps re-ordering the fields so you can enter them in a different order, or adding a new field altogether. *Masterfile* warns you if any data is about to be lost. However, on one occasion this left me with a field which couldn't be edited, though it held valid data.

You can import sets of data by dragging in properly-formatted CSV, TSV or text files. This needs to be done carefully, though, because there is no way to control the mapping between your database fields and the fields of the imported file: they need to match perfectly. Also *Masterfile* doesn't allow you to import text with carriage returns in text fields. Exporting data is similar: you can choose a selection of fields to export, and select either CSV, TSV or text format.

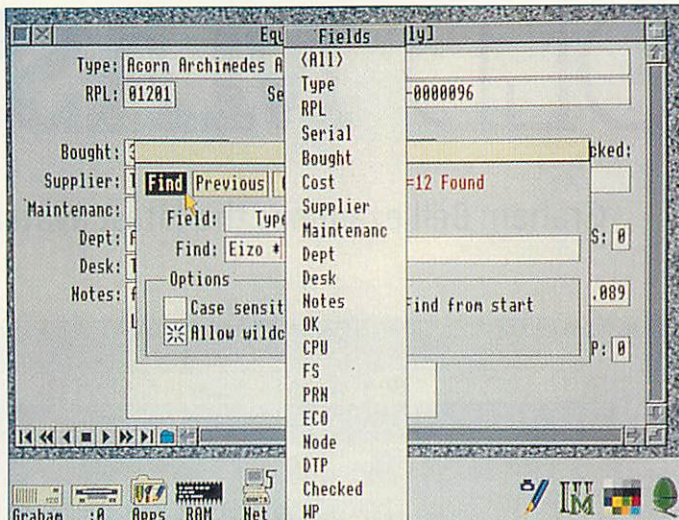
DATA ENTRY

Browsing through the records and entering data is done by using any of the card layouts. A tape-deck toolbox embedded (*Ovation*-style) in the lower scroll bar, allows stepping through the records, or adding a new record. While browsing, the Search and Count function is particularly flexible and simple to use.

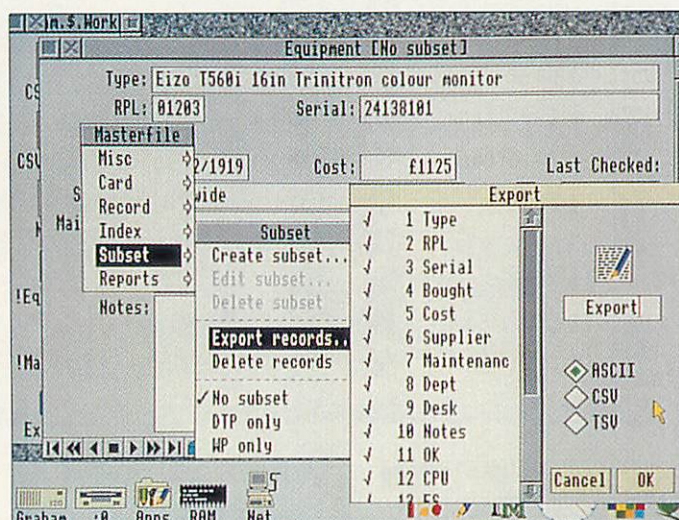
A dialogue box gives you the option to search on any or all fields, and you can include wildcard characters to find fragments of text in the middle of a field. Repeating the search steps through to the next example of the matching text. (*Squirrel* requires the rather more heavyweight Query routine to do this.)

By default, the records are held in order of their original entry. As you step through, you go to the next field added. But you can set up indexes: new orders for the cards. An index can be specified at any time, and is fairly quick. An 800-record database on a fast hard disc was sorted on two fields in under ten seconds.

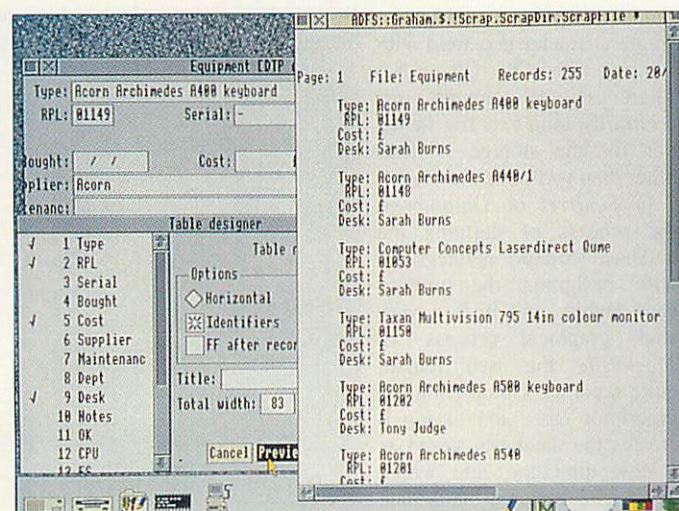
Indexes can sort on up to three fields, and you can give them names and switch order via a menu choice. Allied to



Flexibility in the Search and Count function makes browsing easier



Exporting data to a page layout is very straightforward



Reporting is simple to use and adequate for most needs

the indexes are subsets: browsing can step through only those records that match a specific set of criteria.

You can select by matching data in a combination of fields, but there are limits on using AND and OR together – basi-

cally it's one or the other. For example, constructing a subset of films using ("Disney" OR 12 OR PG) AND < 100 mins isn't possible. There isn't any equivalent of *Squirrel*'s plumbing diagram, nor even of the logical combination of cri-

teria offered by eight-bit stalwart *Viewstore*.

Reporting follows a similar pattern to exporting field data. You can choose, via a dialogue, which fields from each record to include in the report, and add a simple title to the top of the form.

Changing the report format is limited to altering the order in which the field data is printed, and perhaps starting each new record on a separate sheet of paper. However, *Masterfile*'s indexes, subsets and reports interact. If you print a report, the current index is used to order it; only records in the current subset are used.

This makes for a relatively flexible and easy to use system that will be sufficient for most needs. It falls down if you need anything like sub-headings at various points in the report, or automated sub-totalling or averaging of a number field – things both *Squirrel* and *Datpower* excel at. There is one advantage though: because the output is plain text, it is far easier for *Masterfile* to export a report into a page layout application.

END OF A SPECTRUM

Masterfile clearly lies at one end of a spectrum of Archimedes database managers, aimed at rather casual users whose needs for a database lie in 'cataloguing the record collection' or something similar.

For any more ambitious use, another choice – such as *Squirrel* or Iota's *Datpower* – would be more appropriate, though more expensive. And *Masterfile* doesn't even approach the area *S-Base* is aimed at: it's not networkable, not relational, not programmable, doesn't offer even multi-table reporting, and some sections are a little too 'eight-bit'. A shade under £50 is probably about right for what it offers, but beware; as your needs grow, you may need something more sophisticated.

PRODUCT DETAILS

Product: Masterfile 3
Supplier: Risc Developments,
117 Hatfield Road, St Albans,
Herts AL1 4JS
Tel: (0727) 840303
Price: £49+VAT

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- ▶ Disc spooling allows background operation once the page has been rendered. This means control is returned as soon as possible and that the computer is not occupied when printing multiple copies.
- ▶ FastText rendering for maximum speed text printing.
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- ▶ Print times for A4 colour page approx 4 minutes, 8 minutes for A3.

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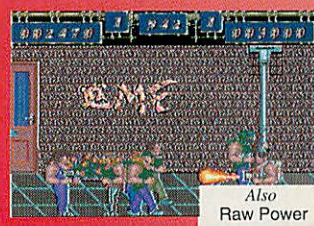
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Without a constant flow of new ideas and improvements, Acorn machines would have disappeared a long time ago, along with the Orics and Dragons of this world. And at the moment, in a sudden burst of new growth, there are new releases popping up all over the place.

We did a quick poll of the *Acorn User* office to find out how some of the more recent releases had been received and what we are still waiting for.

RELEASE RATINGS

Mark Moxon, technical editor: 'Put a guitarist and a keyboard player in the same room together, and you can get into big trouble: it's a bit like mixing PC users and Arc enthusiasts. I'm a guitarist. Well, I think I am; I'm not so sure my neighbours agree.'

'At home I have a Midi set-up on my computer, but *Inspiration*, the sequencer package I currently use, does not cater for guitarists at all, and besides, it doesn't like Risc OS 3. So, you can imagine how happy I was to see *Serenade*: it copes with guitar chords, and it works on Risc OS 3. Now I've got no excuse: next stop, the rock 'n' roll lifestyle we all crave. Move over, Eric.'

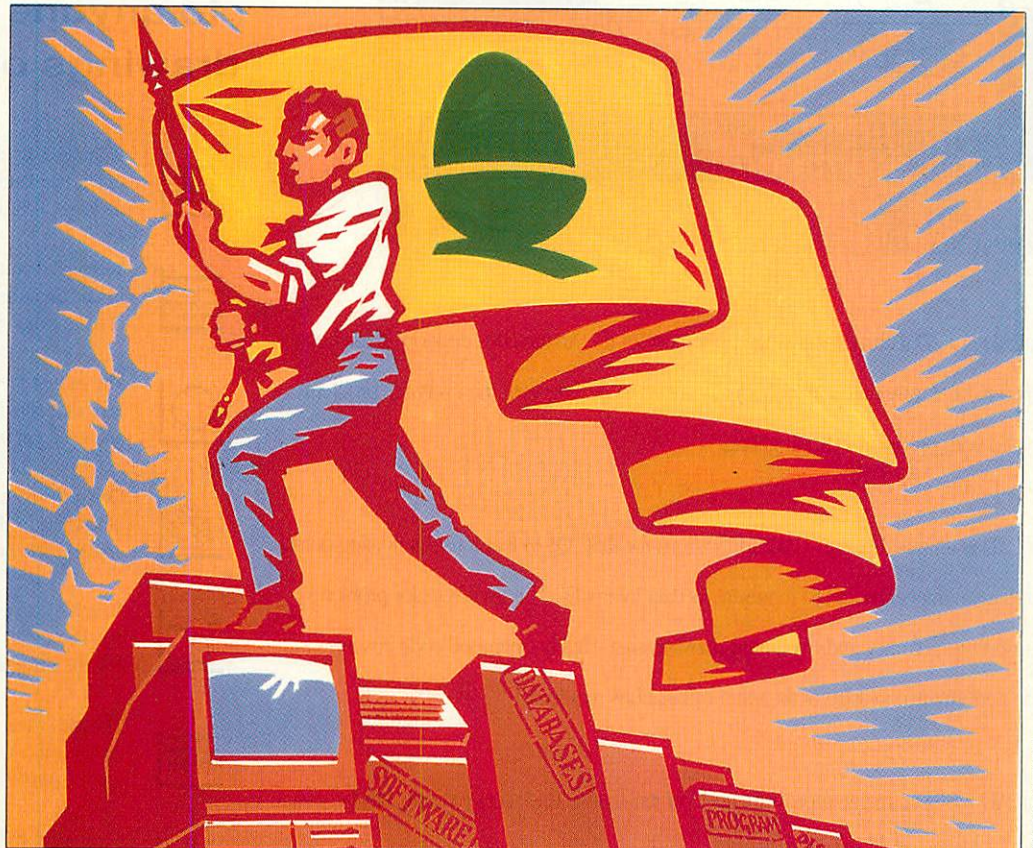
Ian Burley, news editor: 'If you use a Risc-based machine, the chances are that – like me – you are a speed merchant. The problem is that, fast though they may be, Arcs are no longer way out in front; even with an Arm3 upgrade.'

'As I'm always on the look out for an extra mip, Ground Control's limited edition 35MHz Arm3 upgrade almost exercised my credit card. But in the nick of time I got wind of Aleph One's planned Arm600 processor upgrade. According to Arm Ltd's tests, the 20MHz version of this latest version of the Arm is around 40 percent quicker than a 25MHz Arm3. The 25MHz version should be even faster.'

'I'll have some of that, please. And as if that wasn't enough, Aleph One is also

SPRING FEVER

The Acorn User office looks at the season's releases



IVAN ALLEN

promising that the upgrade will feature a floating point accelerator chip.'

Fin Fahey, production editor: 'I always find myself wishing for things commonplace on other platforms, like 99.7 percent bug-free software, that do not seem to have penetrated the Acorn world. Of course, I am quite devoid of any brand loyalty.'

'The outside world has started to peek its nose around the door in the one area of 16-bit games conversions, and there are too many to list. Suffice it to say that I'd love to see *Legend*, *Civilisation* or *Sim Earth* on an Arc and they're all on the cards: sometime.'

Pete Worrall, art adviser for Sandwell AEC: 'I am looking forward to *Architech* from Explan UK, which offers a revolutionary means of 3D

design. Digitised textures and images can be mapped onto the surface facets of simple or complex plans, and printed out for construction, with the appropriate foldlines and flaps. Design on the Arc with tangible, tactile results will soon become an exciting reality.'

Karen Donaghay, editor:

'An editor's view is always a slightly warped one, since any major new product is good news for *Acorn User*. On this basis, the next Acorn launch is probably the thing that I view with the most anticipation.'

'Although there are no hints from Acorn itself, the next machine is – as always – the subject of much gossip. The option for a built-in PC card? The Arm 700? Perhaps even the long-awaited 24-bit graphics? Whatever Acorn has up its sleeve for the next launch, I'm certainly not the

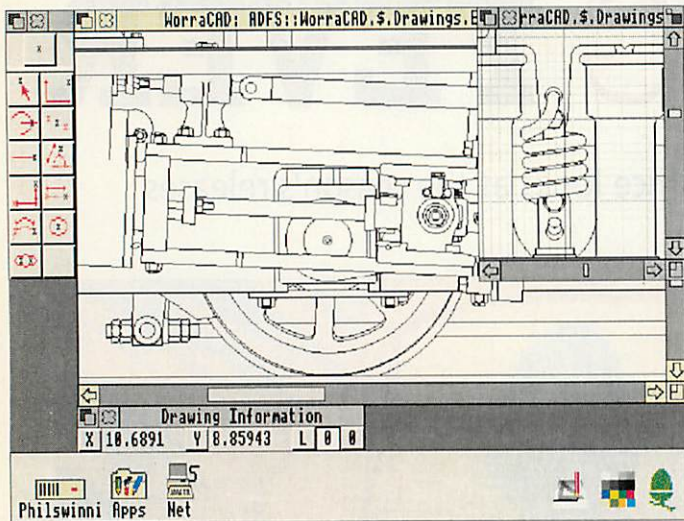
only one who is looking forward to it.'

'Meanwhile, recent releases that have made my life more efficient include *Datapower*, which can follow an article through its many guises: from concept, to commission, to feature list. Also, the latest *Faxpack* is something our office could not do without.'

'But the upgrade which I await like no other is the version of *Impression* which will, at long last, allow automatic runarounds. Finally, present me with a four-colour separation package and I would be a very happy editor.'

● These are just our views: you probably have your own ideas as to what constitutes an earth-shattering release. Many of the most recent products will be at the *Acorn User* show on 16 April: for more details see our news pages.

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WorraCAD is a 2D technical drawing application for the Archimedes desktop. It has been designed to be a truly practical tool, ideally suited to dealing with the everyday problems associated with precision 2D draughting.

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WorraCAD has seen many improvements over its lifetime, and most recently, has benefited from the addition of ellipses and elliptic arc geometry, and a complete revision of the user interface which is now totally icon driven (although the earlier interface is retained as an option for those who prefer it).

In spite of recent major improvements, WorraCAD's price remains at a very competitive £99.00. Education price is £69.95, and a site licence costs £279.80 (excludes p&p and VAT).

Launched in 1990, WorraCAD was the first CAD system for RISC OS.

After three years of continual refinement, the application has matured into a product essential to anyone creating technical drawings on the Archimedes.



WorraCAD can output files in a wide variety of formats. Drawfiles can be transferred to almost all other Archimedes graphics packages. DXF and HPGL files cater for industry standards.



Technical drawings require the use of different linestyles to show hidden detail, centre lines and so on. WorraCAD provides a range of styles to cover virtually all requirements.



The greatest strength of WorraCAD is its ability to calculate tricky geometric constructions automatically. Tangents, normals, foci and so on can be generated simply by clicking the mouse.



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WorraCAD allows virtually unlimited scope for zooming in and out. Because of WorraCAD's unrivalled accuracy, even at 500 000 x magnification, the drawing still hangs together.



The grid system in WorraCAD can be set to display in either orthogonal or isometric modes. The vertical and horizontal spacing can be independently adjusted.



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Plotter output is provided using the HPGL format, the industry standard plotter control language. Output can be sent directly to the plotter, or to file for plotting later, perhaps via a bureau.



Printer output goes via the standard RISC OS printer drivers. A preview mode is available, and a monochrome option is provided for output of coloured drawings to monochrome printers.

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ADVENTURE PLAYGROUNDS

Clare Johnson finds that computers can make the classroom into a fantasy zone

Picture a primary classroom becoming a tropical rainforest, the undersea world of a turtle or the sett of a badger family. Children and teachers can use their imaginations to turn ordinary places into magical ones with a little imagination, a lot of paint and junk modelling and a great deal of fun.

Computer adventure games encourage exploration and problem solving, and are seldom linked solely to one curriculum area. Many have some kind of theme which can

then be used to draw together activities in all subject areas.

Using games of this type in a classroom requires a lot of planning and can take many weeks to work through. Although some computer time might be spent actually playing the game, other software such as word processors, DTP packages and databases are used alongside them. Exploring the variety of language, maths, history, geography and so on that arises can be time-consuming but very rewarding for both teacher and pupil.

There are certain things that adventures need to have. Children love the graphics, and good art work can provoke a lot of discussion and creative productions of their own. Clear language on each screen and not too much reading enables children of all abilities to have a go. A variety of levels of difficulty makes these games more usable in a number of year groups; software is an expensive commodity for many primary schools.

There are a large number of these types of game available

on both the Risc OS machines and the older BBC B and Master 128 machines. I have used many of them and have seldom failed to find that children enjoyed playing them, did not want to be told the answers even when the going got tough and all of them changed the classroom into a totally different place.

I've been in newsrooms, a Roman villa, to a distant planet and in teacher's cupboard. In these places we all learnt the subjects the timetable calls maths, English, and science.

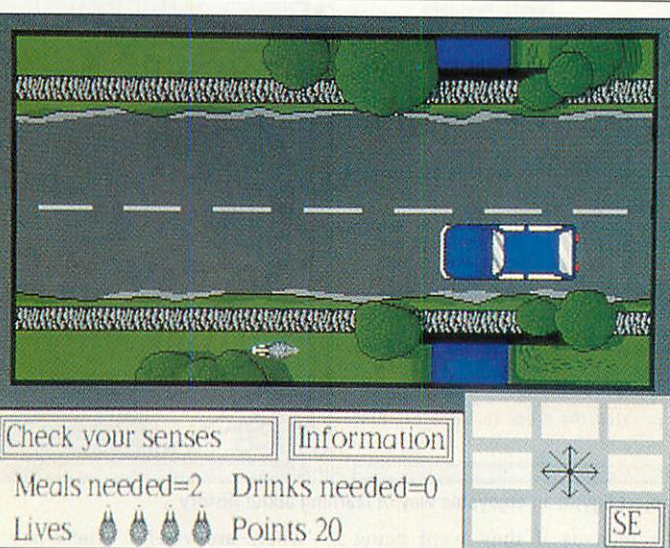
BADGER TRAILS

Sherston Software
Tel: (0666) 840433
£39.95

This is the latest adventure/exploration pack from this company, which has a long tradition of producing excellent games of this type. The pack comes with a video, maps, a teacher's book – without the answers – and a short story book to get the children started. There are two discs, the second of which can be copied to provide work discs for pupils to save screens and finishing positions on.

The exploration is designed around the pupils taking on the role of a badger, who has to be guided back to its sett after travelling too far afield. There is a busy road to cross, streams to negotiate and food and water to find.

We had a lot of discussion before starting, about what senses a badger could rely on, what it might eat, how far off the ground it was and how fast it might move. The children enjoyed this discussion and we



Living out the badger's lifestyle is exciting for children

started collecting pictures and books about badgers some time before starting the game.

Movement around the map is by compass directions – so we did some maths on bearings and angles – and the map is an aerial one so we also had a look at other photographs taken from the air to compare the features.

Badger poetry also abounded, as did lots of art

work and written work about endangered species.

The game is fairly simple. Most of the eight-year olds got through it in only a couple of hours, but discovered a great deal while doing so. Can badgers swim? How often do they get killed crossing roads? Do they eat meat?

Some children were upset at rabbits being eaten by badgers, but this led us into an interest-

ing discussion about eating meat and vegetarians. They were also fascinated by the fact that badgers will attack other badgers when they encroach on their territory.

The game does have a built-in point system which the children enjoyed, and screens could be saved at almost any point and printed out or put into DTP pages for writing about. The children never needed any help with the software, but occasionally needed help to find where they were on the map. They were overjoyed to discover that the badger could cross the road by going under the bridge. But only when it had had a drink and three things to eat...

We all enjoyed this package, and the children were all keen to have another go, even a third or fourth. The graphics are extremely good, and the use of the five senses throughout led us onto a science project about our own senses and disabilities. The adventure only took a couple of weeks, and we didn't get anywhere close to exploring all the directions it could have led us in.

GRANNY'S GARDEN

4Mation Software
Tel: (0271) 25353
£30

I did wonder why 4Mation had decided to rework an old eight-bit game for its tenth anniversary, but I was soon playing the whole adventure through – and I know all the answers – with much enjoyment because the graphics are superb.

It was worth playing just to see one of the baby dragons in its nappy, playing on a pogo stick. This game has now been converted to at least ten computers and never ceases to lose its magic. The story is based around a wicked witch and six missing children. You have to find them and you aren't allowed to back out.

The game comes on four discs and each section is reached by finding a password when you have solved the preceding section. The adventure takes children into a fairytale land of witches, giants, dragons who eat chips and



Granny's Garden is an old favourite enjoying a 32-bit revival

oranges, and a magic forest. The problems to be solved all involve some form of logic and children can encounter hazards if they don't do things in the correct order. They do find it frustrating to go back to the beginning each time, but it doesn't seem to stop them and does wonders for their memories.

It took the children about four hours in total to complete

the game, but that was broken up into short sessions over a period of time. They needed no help, and the discussions that took place in the groups led us on to story telling, model making, work on minibeasts and insects and a variety of language activities.

The game is Risc OS compliant and we could therefore save screens and use them in other programs. The older ver-

sion of this software had some very annoying music; it's still there but you can turn it off.

The animation sequences are spectacular and can be viewed through a remote control panel that allows movement through the sequence one frame at a time. It is also possible to enter answers in abbreviated form, though this isn't always consistent. I chose not to tell the children; it encouraged them to spell things correctly.

4Mation has produced a resource pack to go with *Granny's Garden*, containing Draw files and photocopyable sheets. The files are compressed, and the utility used is provided on the disc.

It was worth using this new version of *Granny's Garden* for the graphics alone. I felt that we were playing a completely new game, and am sure that a new generation of children will gain great pleasure from it. I would recommend to schools even if they already have the older version. What will 4Mation do with it when it is 20 years old?

LANDMARKS: PROJECT EGYPT

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£24 per topic (seven other topics in the series)

The *Landmarks* series of software offer a different type of exploration for children. In each case children can 'talk' to someone from a time in history, whether Kenhirk-hopeshef (Shef for short) from Egypt 3000 years ago, a maid in an Elizabethan house or a cabin boy on board Christopher Columbus' ship on the way to discovering the Americas.

Each pack comes with one disc, a teacher's book and a pupils' book which contains various worksheets either directly relating to the software or suggesting activities connected to it.

There are also a variety of pictures alongside the 'conversation' screen and these can be used in other software or printed out.

The conversation with Shef starts with an exchange of names. The words appear on



Project Egypt: an enjoyable way of learning about history

screen as if they were being typed on a teletype printer. This appears slow but does make it easier to read large amounts of text. There is always a picture alongside the conversation which changes as you move around the location.

It is possible for the children to talk in everyday language but there are quite a few occasions when Shef doesn't understand and the question has to be rephrased. The system works on key phrases such as 'describe . . .' or

'where are you?'. These are recorded on the function keys to save typing, and the cursor keys are used to move around Shef's world.

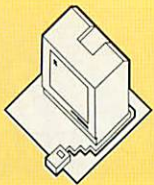
There is a map of his village and it shows the location of the tombs, temples, houses and the rubbish heap. You move around the village with Shef and discover things about how an Egyptian boy would have lived 3,000 years ago. We all found it amusing to discover that people built their tombs long before they died. The

passing of time is also simulated and is active for three full days. We found it interesting to discover things had taken place while we were not using the computer.

The activity book encourages pupils to use sources other than the disc to find out about the Egyptian civilisation and we found that using this software in conjunction with others based on the same subject (such as Sherston Software's *Arcventure 2*, *The Egyptians* and 4Mation's *sMart* file on Egyptians) gave us a great deal of information about a topic required for study at Key Stage 2 (History National Curriculum) and was fun as well.

The conversations could occasionally get frustrating, but the teacher's guide does provide a list of keywords so, with some guidance, the pupils can learn a great deal.

The language is well aimed at ten- and 11-year olds, and the pupils' activities provided some useful ideas for classroom work. I found *Landmarks* a very cost-effective and enjoyable way of teaching children about history.



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EasiWriter

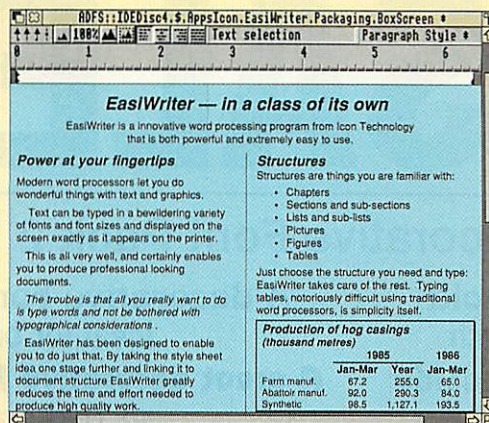
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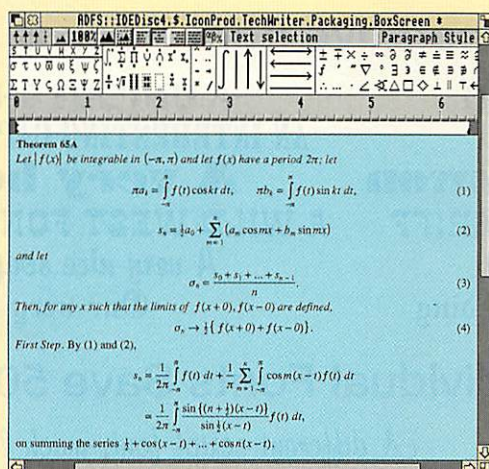
Archimedes World

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StartWrite

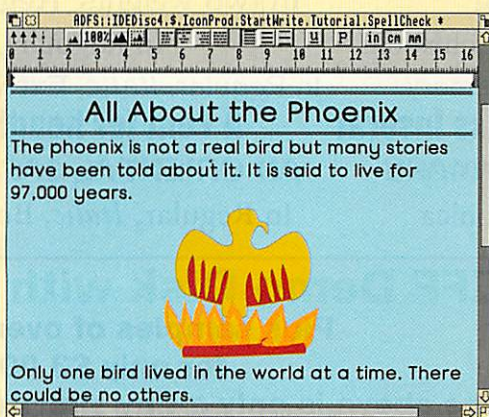
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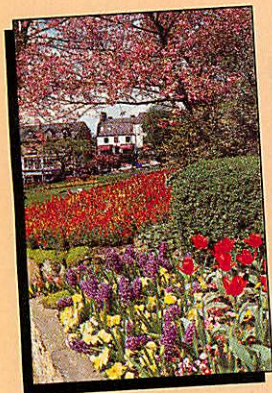
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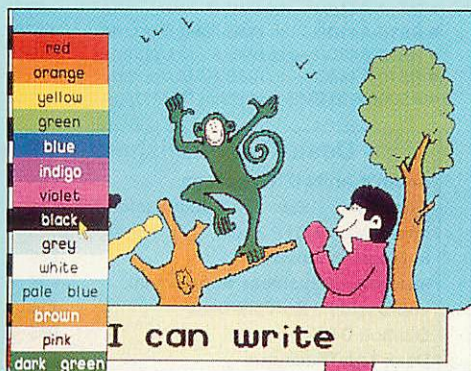
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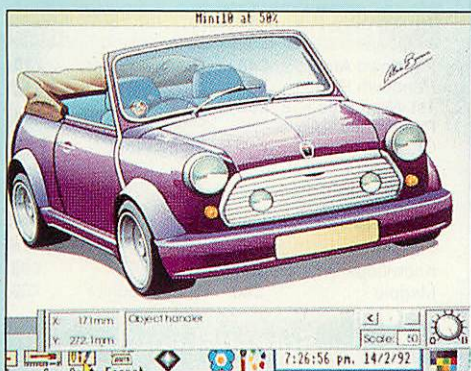
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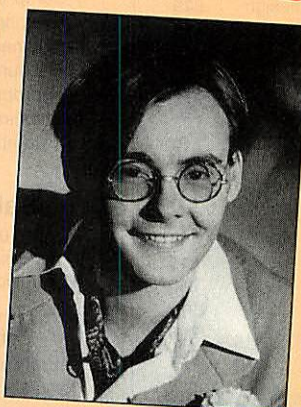
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All above 3.5" Drives are supplied complete with Controller Card & cable for use with A300/A400/A500 series machines.

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Internal Hard Disc Drives for A3000/A3010

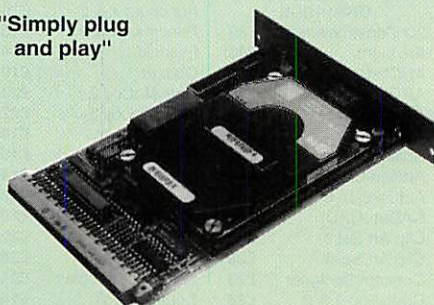
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The card is provided with all the software in ROM and is automatically loaded when the machine is turned on.

Peripherals connected to the ports can obtain up to 500mA of power at +5V. A fuse is fitted to the card to protect the A3000 from damage arising from accidental short circuit of the power output.

Features

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Maths with a story 2	4 further maths programs	£20
Note invaders	Learn sheet music for 7-Adults	£15
Numbers & Pictures	Early number learning (4-6 years)	£15
Picture craft	Geometrical design & Colouring	£17
Puncman 1 & 2	Learning Punctuation (7-13 years)	£15
Puncman 3 & 4	Learning Punctuation (8-14 years)	£15
Puncman 5, 6 & 7	Learning Punctuation (8-15 years)	£15
Ramayana Tales	Simple Desktop Publisher using pictures & characters from the Ramayana	£22
Skyhunter	Look and read educational adventure	£22
Technology and design	Problem solving programs	£22
Through the dragons eye	Adventure game and Map reading	£22
Fun School 3 (Under 5)	Varied range of Education subjects	£17
Fun School 3 (5-7)	Varied range of Education subjects	£17
Fun School 3 (Over 7)	Varied range of Education subjects	£17

Archi Educational Software

• Animated Alphabet (3-6 yrs)	£21	• Glimpse Clip Art Utility (7-16 yrs)	£8
• Arcventure (8-12 yrs)	£29	• Highlighter (6-16 yrs)	£42
• Bookbinder	£43	• Jigsaw	£19
• Bumper Disc	£14	• Mapventure	
• Bumper Disc 2	£14	• Microbugs (9-13 yrs)	£24
• Craftshop 1	£19	• Money Matters	£16
• Craftshop 2	£19	• Nature Park Adventure (7-9 yrs)	£27
• Converta-Key	£16	• Numerator	£60
• Data Word	£16	• Picture Book	£16
• Desktop Stories	£35	• Recall (6-13 yrs)	£39
• DigiSim	£35	• Sellardore Tales	£24
• Dream Time (5-7 yrs)	£23	• Snippet	£37
• Farm (5-7 yrs)	£19	• Space Mission	
• Fleet Street Phantom (9-13 yrs)	£25	• Mada (9-13 yrs)	-
• Fun School 3 Red (up to 6 years)	£17	• Sting of the Dump (9-13 yrs)	£22
• Fun School 3 Green (6-8 years)	£17	• Viewpoints (9-12 yrs)	£33
• Fun School 3 Blue (8 years +)	£17	• Wizard's Revenge (7-10 yrs)	£17
• Gate Array Teaching System	£68	• Worst Witch (7-10 yrs)	£25

Archimedes Software

GRAPHICS			
3D Construction Kit	£39	Puncman 1 & 2	£16
Arc Light	£46	Puncman 3 & 4	£16
ARCTist	£19	Pysanki	£14
ARCTiculate	£19	Quazer	£10
Art Works	£139	Real McCoy 2	£23
Atelier	£60	Real McCoy 3	£22
Artisan II	£45	Redshift	£14
Artisan Gallery	£16	Return to Doom	£16
Autosketch II	£65	Repton 3	£14
CADet (CAD)	£140	Saloon Cars Deluxe	£27
Clip Art Set 1	£28	Sim City	£19
Clip Art Set 2	£28	Spitfire Fury	£22
Concept Designer	£23	Splice	£25
Craftshop 1 & 2	£28	Sporting Triangles	£24
Euclid 2	£50	Superior Golf	£14
Graph Box	£59	Superpool + Break 147	£22
Graphbox Professional	£107	Swiv	£19
HotLink Presenter	£40	Talisman	£12
Illusionist	£69	Timewatch	£24
Kermit	£46	Trivial Pursuit	£22
Mogul	£17	Twin World	£15
PCAD Educ.	£395	U.I.M.	£23
Pro Artisan	£70	White Magic 2	£15
ProCAD	£475	Worldscape	£16
Prime Art	£46	XFire	£19
Render Bender 2	£79	Zelanites	£23
Revelation 2	£80		
Tiler	£119		
Tween	£29		

GAMES

Air Supremacy	£17		
Apocalypse	£14		
Arcade 3 Compilation	£12		
BattleTank	£10		
Black Angel	£27		
Boogie Buggy	£14		
Break 147 + Supa Pool	£19		
Bughunter in Space	£12		
Bughunter/Moondash	£10		
CADet	£135		
Casino	£10		
Cataclysm	£19		
Caverns	£10		
Chess 3D	£16		
Chocks Away	£27		
Compendium	£32		
Chocks Away Extra	£14		
Chuck Rock	£18		
Conqueror	£15		
Cyber Chess	£38		
Ego Repton 4	£-		
Elite	£33		
Enter the Realm	£19		
E-Type Compendium	£20		
E-Type Designer	£13		
Family Favourites	£13		
Galactic Dan	£19		
Gods	£24		
Grievous Bodily Arm	£19		
Holed Out Designer	£13		
Holed Out Golf Comp	£20		
Hostages	£14		
Inter Dictor 2	£26		
Iron Lord	£15		
Jahangir Khan Squash	£19		
Jigsaw	£27		
Lemmings	£20		
Oh no more Lemmings	£15		
Lost Temple	POA		
Lotus Turbo Challenge	£19		
Mad Prof Mariarti	£17		
Masterbreak	£16		
Man at Arms	£14		
MahJong Patience	£15		
Manchester United II	£19		
Nebullus	£21		
Nevryon II	£20		
Omar Sharif's Bridge	£23		
Pandoras Box	£18		
Pipe Mania	£17		
Play It Again Sam	£-		
Populous	£23		

Miscellaneous

Ancestry	£59
Arccomm 2	£38
Arcterm 7	£64
Armadeus Sound	£60
Avante Garde Fonts	£23
BBC DFS Reader	£6
Broadcaster Loader	£65
Chameleon	£34
Chart Well	£25
Chatter	£34
Compression (CC)	£38
Craftshop 1	£27
Craftshop 2	£27
Desk Edit 2	£29
Equasor	£38
FlexiFile	£97
Genesis	£10
Genesis Plus	£68
Genesis 2	£99
Investigator 2	£22
Magpie 2	£42
Notate	£42
Numerator	£66
Pin Point	£65
Polyglot	£16
Presenter 2	£29
Presenter Story	£145
Prophet Accounts	£132
Prophet Demo Disc	£10
Rainforest	£17
Revelation 2	£95
Rhapsody in Blue 2	£45
Score Draw	£46
Show Page	£127
Speech!	£15
The Victorian	£17
Time Tabler	£549
Toolkit (Clares)	£35
Touchtype	£40
Tracker	£39
Turbo Driver BJ10E	£42
Type Studio	£43
Vox Box	£46
Wimp Programmer's Toolkit	£16
WorldScape	£17

LANGUAGES

Desktop C	£199
Macro Assembler	£40
Robo Logo	£69
BASIC Compiler	£77
Logotron Logo	£45
Risc BASIC	£120
Risc FORTH	£110
Cambridge Pascal	£95

Minerva's Archimedes Software

EasyWord	£18	Time Tabler	£549
Home Accounts	£35	System Delta	£59
System Delta Program Reference Manual			£29

Stand alone Business Accounts Packages

Sales; Purchase; Order Processing and Invoicing; Nominal Ledger; Stock management
£79 per module

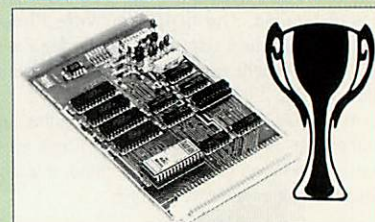
Cortian CKAI Interface

Eliminates the need to have a User port in A3000, A5000 and any other Archimedes without User Port. Fits to the Econet socket. £29

Concept Keyboards

• A4 Standard Pack	£95
• A4 Primary Pack	£100
• A4 Designer Pack	£110
• A3 Standard Pack	£99
• A3 Primary Pack	£105
• A3 Designer Pack	£110
• Universal 2010 Keyboard A3	£115
• Universal 2010 Keyboard A4	£110

Archi Real-Time Digitiser



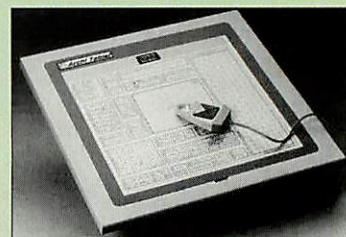
Now supplied with NEW RISC OS Version Software

Watford's Archimedes Video Digitiser is the most sophisticated digitiser ever designed for a micro. It provides a fast and flexible means of capturing images from a video camera or recorder for display and manipulation on the Archimedes range of Micros. Off-air television signals may also be digitised via a video recorder or TV tuner. Please write for further details.

Price £75

A Set of Colour Filters for colour image grabbing using a video camera £16

Archi Graphic Tablet



Special Price £199

(Price includes Tablet, Leads, Software & Puck) Stylus Optional Extra £20

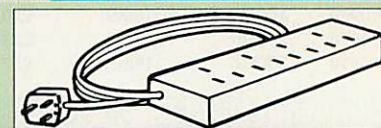
Archi Graphic Tablet Junior. Working area 9" x 6". Price includes Stylus £105

Surge Protector Plug

Fitted in place of your normal mains plug, this device protects your equipment (and data from corruption), against mains high voltage transient spikes/surges caused by lightning or thermostats switching.

Protection for only £8.50

4 Way Mains Distribution Socket



4 way top quality mains trailing sockets. Supplied wired up with mains plug ready for use. Can be screwed to floor or wall if required. Very useful for tidying up all the mains leads from your peripherals.

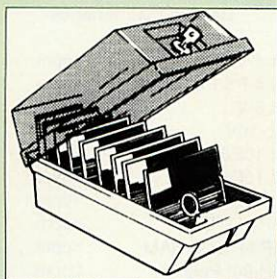
£9.50

Aries Spike Cleaner Unit

A 4 way mains distribution unit as above with a built-in Surge Arrester, providing protection for your complete Computer/Hi-Fi System

£16

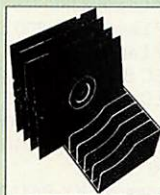
Antistatic Lockable Disc Storage Units



- **M35** – holds up to 50 5.25" discs £4.95
 - **M85** – holds up to 95 5.25" discs £6.95
 - **M25*** – holds up to 25 3.5" discs £4.95
 - **M50** – holds 50 3.5" discs £6.50
 - **M100** – holds 100 3.5" discs £6.99
 - **M10** – holds 8 of No. 10 Data Cartridges £15
- * Not lockable

Disc Plonker Rack

When using ones micro, there is a tendency to have more than one Disc on the desk. This exposes them to the hazards of fingerprints, scratches, dust, coffee and an untidy desk. Why not protect your valuable data from all these hazards with the help of our extremely handy and low cost DISC PLONKER RACK. Holds up to eight 5.25" discs.



£2

3M – Diskettes

Lifetime warranty on 3M Discs

- 10 x 5.25" S/S D/D 40T (744) £5
- 10 x 5.25" D/S D/D 40T (745) £5
- 10 x 5.25" S/S D/D 80 Track (746) £6
- 10 x 5.25" D/S D/D 80 Track (747) £7
- 10 x 5.25" 1.6M D/S D/D High Density for IBM XT and AT £8
- 10 x 3.5" S/S D/D 40/80 Track £6
- 10 x 3.5" D/S D/D 40/80 Track £6
- 10 x 3.5" Double Sided High Density £10

Top Quality Diskettes

Watford's life time guaranteed disc are supplied complete with self stick labels & plastic library case.

- 10 x **M3** 3.5" D/S D/D 80 Track £6
- 10 x **M9** 3.5" D/S High Density £10
- 10 x **M4** 5.25" S/S D/D 40 Track £5
- 10 x **M5** 5.25" D/S D/D 40 Track £5
- 10 x **M7** 5.25" D/S D/D 80 Track £6
- 10 x **M8** 5.25" D/S H/D Hi-Density £9

Special Bulk Offer Discs

(Lifetime warranty on Discs)

BULK PACK DISCS in lots of 100

Type	S/S 40T	D/S 40T	D/S 80T
• Without Sleeves 5.25"	£25	£30	£35
• With Sleeves 5.25"	£28	£33	£38
• 3.5" D/S D/D	£21 for 50	£39 for 100	
• 3.5" D/S H/D	£40 for 50	£75 for 100	

Disc Drive Power Leads

Supply from BBC power supply to standard Disc Drive Connection: Single £3.00; Dual £3.75

Disc Drive Interface Leads

BBC to Disc Drives Ribbon Cable
Single £4 Twin £6

3.5" Disc Drive



These top quality 3.5" Double sided, 80 track, are attractively finished in BBC beige. They are supplied complete with all cables and a Utilities Disc.

Type	Description	
• CLS35:	Single Disc Drive, 400K	£59
• CLD35:	Twin Disc Drives, 800K	£109
	Disc Drive with PSU	
• CS35:	Single Disc Drive, 400K	£82
• CD35:	Twin Disc Drives, 800K	£126

(P.S. CS35 is supplied in a twin case with a blanking plate to enable easy expansion to a dual drive at a later stage)

Disc Drives in Monitor Stand



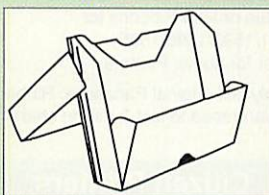
- **CDPM 800S** – Twin 5.25", 800K Double sided 40-80 track switchable disc drives mounted in an attractively finished Beige colour plinth for the BBC B & Master 128K micros. Supplied complete with integral power supply, cables and Utilities disc. The mains switch with neon On/Off light indicator, and the two 40/80 track switches are mounted on the front panel for ease of use.

£165

- **DP35 800** – Same as above except, one disc drive is a 5.25" and the other is 3.5".

£154

Plastic Library Cases



- DLC1** – Holds 5 x 3.5" Discs. £1.50
- DLC2** – Holds 10 x 3.5" Discs. £1.90
- DLC3** – Holds 5 x 5.25" Discs. £1.60
- DLC4** – Holds 10 x 5.25" Discs. £2.00

Disc Albums

Attractively finished in leather-look PVC Vinyl

- DW1** – Holds 6 x 3.5" Discs £2.50
- DW2** – Holds 6 x 5.25" Discs £3.00
- DW3** – Holds 20 x 5.25" Discs £3.50
- DW4** – Holds 40 x 3.5" Discs or 5.25" Discs £4.50

Floppy Head Cleaner Kit

The heads in floppy drives are precision made and very sensitive to dirt. The use of Cleaner Kit is a sensible precaution against losing valuable data. It is recommended to clean the drive head once a week. It is very simple to use. Available in 3.5" & 5.25", please specify.

Price £4

Acorn & Watford DFSs

- Watford sophisticated DFS ROM £16.00
- Watford DFS Kit complete £49.00
- DFS Manual (comprehensive) £6.95
- Acorn DNFS ROM £17.00
- Acorn ADFS ROM only £25.00
- Acorn 1772 DFS ROM Kit £49.00
- Acorn DFS Kit complete £48

Watford's MkII 1772

Single/Double Density DFS

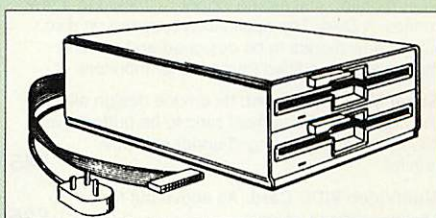
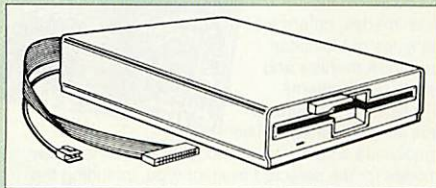
Many of our customers have wanted to use our superior DDFS and Acorn ADFS together. Now our Mk II DDFS Board with its 1772 Disc Controller, has been adapted to allow the use of Acorn ADFS as well. It also has all the commands of the Acorn's 1772 DFS, plus many more added features.

- Complete Kit Special Price £44
- DDFS Manual (No VAT) £6.95
- We will exchange your existing DFS Kit for our sophisticated DDFS for only £26

Quality Disc Drives from Watford

All our Disc Drives are Double Sided and will operate in both Single and Double Density modes. All 5.25" Disc Drives are 40/80 track switchable. For ease of use, the switches are front mounted. Follow the trend with a Watford plinth. (Turn to the 6th page of our advert for the Plinths). P.S. All our 5.25" Disc Drives with PSU are compatible with the Compact Micro. All you require is our special Compact Disc Drive cables designed by us.

"Test Bureau Approved for Use in Education"



Our Disc Drives conform to BS415

Type	Description	
	Disc Drive without PSU	
• CLS400S:	Single, 40/80 track 400K Double sided Drive	£70
• CLD800S:	Twin, 40/80 track, 800K Double sided Drives	£138
	Disc Drive with PSU	
• CS400S:	Single, 40/80 track, 400K Double sided Drive	£80
• CD800S:	Twin, 40/80 track, 800K Double sided Drives	£149

Special Cable to connect both 3.5" and 5.25" Disc Drives simultaneously to the BBC Compact £13

Continued → → → → → → → → →

Microvitec Monitors

- 1431 - Standard Resolution Monitor #£175
- 1451 - Medium Resolution Monitor #£215
- Cub3000 Medium Res for A3000 #£195
- Dust Cover for Microvitecs £5.50
- Touchtec 501 Touch Screen £239
- Touchtec 3000 £-

Includes 3 years parts & labour warranty

Multiscan Colour

- Eizo F550i £749
- Eizo T560IT £1345
- Eizo T660i-T 20" £1655
- Eizo 9060 £398
- NEC 3FG £359
- NEC 4FG £462
- NEC 5FG £839
- NEC 6FG £1509
- Taxan 787 £238
- Taxan 787LR £262
- Taxan 795PC £445
- Taxan 875+ £729
- Taxan 875+ LR £799
- Taxan 970 £1230
- VIDC Enhancer £25

Aries AlphaScan Monitor

Its multiscan circuitry provides automatic adjustment for frequencies between 30 and 60KHz horizontal, and 50 and 90Hz vertical. Its 0.28mm dot pitch high resolution tube provides super sharp text graphics, while a high speed (70/72Hz) refresh rate provides a flicker-free display easing the eye strain. The VIDC Adaptor supplied with the monitor allows high resolution operation in all screen modes.

- Aries Alphascan 17" Plus £325
- £585

Philips Monitors

- BM7502 12" Hi-res Green Monitor £88
- CM8833 14" Med. Res Colour Monitor £195
- Dust Cover for Philips Monitors £6
- Spare Monitor Leads (various) £7

VIDC Enhancer

This unique VIDC add-on board for the Archimedes, caters for all types of Multiscan and VGA monitor and mode requirements. There are 2 versions to suit all requirements. The multimode software supplied, provides all the new modes for the selected monitor type, including the now standard Computer Concepts modes. With VGA monitor, you are no longer restricted to a few modes. A Desk Top application supplied on disc, allows new modes to be designed and existing modes to be modified for particular monitors.

Super VGA VIDC Card: Its unique design allows the horizontal and vertical sync to be buffered and have the polarity changed under software control

- £45
- MultiVideo VIDC Card:** As above but for MultiScan monitors only. £25

Integrex Ink Jet Printers

- Colour Jet 132 Printer £425
- Paper Roll £6.50
- BBC Screen Dump Software £10
- Colour Cartridge £21 • Black Cartridge £12.40
- 100 A4 OHP transparencies £55
- 8K Serial Interface Optional £123
- Colour Jet 2000 £599
- Betajet Ink Jet Printer £185
- Betajet Cut Sheet Feeder £43
- Integrex Colourjet Series 2 £335
- Auto Sheet Feeder for Series 2 £45

Printer Leads

- BBC Centronics 4' £5; 6' £6
- Archi Parallel 2m £5; 5m £9 10m £13
- PC Parallel 2m £5; 5m £9; 10m £13
- 25 pin D Male/Male 2m £5; 5m £10
- Centronics Double Ended 4' £5
- Centronics Double Ended 6' £6
- RS232 Leads Various £POA

Star Printers

Printer	CSF	Ribbon
LC15	£190	£119
LC20	£104	£69
LC100C	£126	£69
LC24-15	£245	£119
LC24-100	£143	£69
LC24-200	£168	£69
LC24-200C	£214	£69
LC200 C	£151	£69
STAR JET	£169	£43
XB24-200C	#£324	£80
XB24-250C	#£389	£139
ZA-200C	#£260	£-
ZA-250C	#£324	£-

Includes 12 months on-site warranty

- Star/Archimedes Colour Printer Driver £15
- Black Ribbons for Colour Printer £5
- Serial 8K Serial Interface LC10/15/24/200 £52
- 32K Buffer LC/XB24-10; 15; 200 £52

NEC Pinwriter Printers

Printer	CSF	Ribbon
P220	£189	£59
P30	£235	£59
P62	£342	£89
P72	£406	£115
P90	£579	£115
• Black Ribbons for P20; P30		£6
• Ribbons for P60/70/P90 Black £8; Colour		£14
• P60/70 Colour Option Kit		£59
• CSF for P20 £59; P60 £89; P70 £89		

Panasonic Printers

Printer	CSF	Ribbon
KX-P1123	£126	£59
KX-P1170	£98	£59
KX-P1624	£264	£126
KX-P1654	£330#	£126
KX-P1695	£267	£126
KX-P2123M	£144	£79
KX-P2123C	£194	£79
KX-P2124	£215	£89
KX-P2180M	£126	£79
KX-P2180C	£143	£79
KX-P2624	£269	£126

Includes 12 months on-site warranty

- Dustcover for 80 column printers £6
- Serial Interface for above Printers £46
- Black Ribbons for P1081, 1180, 1124 £6
- Brown, Blue or Red Ribbons for KX-P1081/1592/1595/1695 £9 each
- 32K Buffer for above Printers £16

P.S. We only sell original Panasonic Ribbons which are guaranteed to last 3 million characters

Citizen Printers

- 120D+ £98
- Swift 9 £145
- Swift 9X £185
- PN-48 £189
- ProJet £299
- Swift 200 £178
- Swift 240 £200
- Swift 240C £212
- Swift 24X £299
- AH29804 Manual Cut Sheet Feeder for Swift 9/24/124. Holds 50 Sheets £29
- Cut Sheet Feeder for 80 col. printers £75

+ FREE 2 years Parts and Labour warranty on all Citizen Printers

- Swift 9 Colour Option £19
- Swift 24 Colour Option £29
- Swift 24 Ribbons Black £4 Colour £13
- Swift 24X Ribbons Black £8 Colour £16
- Citizen/Archimedes Colour Printer Driver £15

Laser Printers

All Laser Printers include 12 months On-site maintenance

Brother HL4-VE	4ppm	£594
Brother HL4-PS Postscript	4ppm	£974
Brother HL8-V	8ppm	£848
Brother HL-10V	10ppm	£1045
Brother HL10PS	10ppm	£1329
Brother HL10DV	10ppm	£1149
Brother HL10DPS	10ppm	£1445
Canon LBP4 LITE	4ppm	£492
Canon LBP4+ 1.5M RAM	4ppm	£644
Canon LBP-8III Plus	8ppm	£945
Canon LBP-8 plus IIIR	8ppm	£1435
Canon LBP-8 IV 600 DPI	8ppm	£993
Epson EPL4000	6ppm	£478
Epson EPL5200 - NEW -	6ppm	£POA
Epson EPL7500	6ppm	£1139
Epson EPL8100	10ppm	£920
Fujitsu VM800 (Best Buy)	8ppm	£549
HP Laserjet IIIP	4ppm	£639
HP Laserjet IIISi PS	16ppm	£2469
HP Laserjet IV (600 dpi)	8ppm	£1035
HP Laserjet 4M PS	8ppm	£1425
NEC Silentwriter S62P P/script	6ppm	£994
NEC Silentwriter 266	8ppm	£669
NEC Silentwriter 290P P/script	8ppm	£1469
NEC Silentwriter S102	8ppm	£995
OKI OL400	4ppm	£440
Panasonic KX-P4410	5ppm*	£462
Panasonic KX-P4430 Satin Print*	5ppm*	£594
Panasonic KX-P4451	11ppm*	£915
Panasonic KX-P4455 Postscript	11ppm*	£1249
Star LP-4 Postscript	-	£774
Star LP-8 III 2	8ppm	£1249
Star LP-8 III	8ppm	£899
Star LP-8 Star(post)script	8ppm	£1130
Star LS-5	5ppm	£489
Star LS-5 EX (RISC Based)	5ppm	£599
Star LS-5 TT True Type + Mac	5ppm	£775

* Now with 2 years On-site warranty

Laser Toners

Canon 2, 3 & 4	£52	Laserjet HP IIP & IIIP	£54
Epson GQ	£13	Laserjet II/D, III/D	£60
EPL4/1/4300	£55	Laserjet 4 & 4M	£75
EPL7100/7500/8100	£117	NEC SWriter	£84
KX-P4420/50/55	£20	Star LP4	£54
Qume Crystal (3)	£75	Star LP8/Canon 8	£59

Laser RAM Upgrades

Type	1M	2M	4M
IIP; IIIP	£49	£80	£132
II & IID	£60	£96	£142
LJ4/4M	£-	£75	£175 8M/£279
EPL4100	£-	£120	- 512K/£52
Canon LB8	£139	£275	-
KX4420/50	£59	£89	£149
NEC S62/S102	£99	£180	-
Star LPB	£139	£275	-

Laser Drum & Developer

- Epson Drum GQ5000 £93
- Panasonic 4420 Drum £60
- Panasonic 4450 Drum £93
- EPL7100 £129
- Developer £80

Jetpage Postscript Cartridge

- HP IIP/IIIP £225
- IID & IIID £227

Various Add-Ons

- HP Adobe costscript + Cartridge £359
- HP Premier Font Collection £28
- Laserjet various Font cartridges from £45
- Canon LBP-4 Lower Cassette Tray £96
- HPIIP/IIIP Lower Cassette Tray £96
- Laserjet 4 Powered envelope feeder £199
- LP4 500 Sheet paper cassette 3rd Bin £205
- Ethernet Card for Laserjet 4 £359

Laser Direct

P.S. We have now discontinued Laser Direct as the Hewlett Packard Laserjet 4 printer offers better facilities at a lower price. See above.



CREDIT CARD 24 HOUR

Ansaphone Hot Lines

(0923) 250234 or 233383

Hewlett-Packard Printers

DeskJet 500	#£272	DJ Portable	£283
DJ550 colour	#£459	DJ500 colour	#£355
Paint Jet XL	+£1199	Paint Jet	+£495
QuietJet plus	£399	PaintJet XL300	+£1779
+ Includes 12 months on-site warranty			
# Includes 3 years extended parts & labour warranty			
• For additional £49, we will convert above 3 years warranty, to 3 years on-site maintenance warranty			
• Paintjet Cartridges Black £15; Colour £23			
• DJ Portable CSF £49; Carrying Case £49			

Desk Jet 500 Accessories

• 256K RAM Cartridge	£69
• HP Epson FX Emulation Cart. (500 mono);	£45
• Ink Cartridges Black £14; Colour	£23
• High Capacity Black Ink Cartridge	£21
• DJ500 Colour Archimedes Printer Driver	£15
• Dust Cover	£6
• DJ500C Printer Driver for RISC OS 2/3	£15
• DJ550C Printer Driver for RISC OS 2/3	£15
• 636G 50 x Transparencies A4	£32
• 636J 50 x Glossy Paper A4 (also XL)	£25
• 630Z 50 x Cut Sheet Paper A4	£12

HP Paintjet/XL Accessories

• 630P 200 Z-Fold paper 8.5 x 11	£14
• 630Q 50 Transparencies 8.5 x 11	£39
• 630S 50 Transparencies A4	£40
• 630Y 200 Cut Sheets 8.5 x 11	£14
• 631Y 200 Cut Sheets A4	£18

Plug In Font Cartridges for DJ 500

• 22706B - Prestige, Elite, Line Draw fonts	£55
• 22706C Letter Gothic & HP Line Draw fonts	£56
• 22707P - Proprint Emulation Cartridge	£57
• Desk Jet Unlimited (Book No VAT)	£19.75

Canon Bubblejet Printers

Printer	CSF	2nd Bin	Ink Cart
BJ10EX	£166	£43	£16
BJ10SX	£205	£43	£16
BJ200	£275	£43	£16
BJ300*	£335	£88	£65
BJ330*	£369	£110	£79
BJC800C	£1329	£110	£12

* Includes 12 months On-site warranty			
• Spare Battery pack for BJ10E	£33		
• BJ10EX - Archi Turbo Driver	£42		

Special Offer:

Canon BJ10EX Printer + CC's Turbo Driver	£209
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Epson Printers

Printer	CSF	Ribbon
EX1000C	£428	£6
FX870	£273	£4
FX1170	£339	£6
LQ100	£148	£4
LQ570+	£205	£4
LQ870	£359	£6
LQ1060	£585	£6
LQ1070	£310	£6
LQ1170	£434	£6
LQ2550	£673	£6
LX100	£116	£4
LX400	£94	£4
LX850+	£135	£4
LX1050	£203	£6
PSQ870	£409	£23
SO1170	£560	£23
SO2550	£669	£23
Stylus 800	£244	£10

RS232 Interface Standard £28; +8K Buffer	£75
Tractor Feed for: LQ100 £29; FX850/LQ800/850 £69;	
FX/LQ1050 £85; LQ2500/2550	£90
• Dustcovers for Epson 80 col printers	£6

Accessories

• EX800/1000 Colour Option	£45
• EX800/1000 Colour Ribbon	£14
• Multifont Card for LQ550/850/1050	£95

Roland Plotters

• DXY1100	£499	• DXY1200	£649
• DXY1300	£869	• Sketchmate A4	£308
• Sketchmate A3	£475	• HP7440	£670
• HP7570	£2015	• HP7475	£899
• HP7575	£2589		
• Roland plotter Pens, Fibre tip	£7.50		

Fujitsu Printers

- B-100 InkJet - HP Deskjet compatible 300dpi, whisper-quiet & 6 resident fonts #£159
- B-200 InkJet - HP Desk Jet compatible 300dpi. Built in Cut Sheet Feeder. Optional 2nd Bin/Tractor available #£249
- DL-1150 Dot Matrix - 24 pin, 110 column Colour optional £199
- DL-1150colour Dot Matrix - 24 pin, 110 column With colour option £235
- DL1250 £344
- DL4600colour £799
- DL5800 £999
- DL3600 £439
- DL5600colour £1049
- DL1250colour £344

FREE 1 Year On-site maintenance.

- B-100 Cut Sheet Feeder £59
- B-200 2nd Bin Sheet Feeder £89
- B-200 Tractor Unit £59
- B-100/200 Ink Cartridges £14
- DL-1100 Colour Upgrade £39
- DL-1100 Black Ribbon £5
- DL-1100 Colour Ribbon £11
- VM 800 Toner Cartridge (8000 pgs) £99

Full range of Fujitsu Printers available at very competitive prices. Please telephone for details

Listing Paper (Perforated)

- 1,000 Sheets 9.5" x 11" Fanfold Paper £7
- 2,000 Sheets 9.5" x 11" Fanfold Paper £11
- 1,000 Sheets 9.5" x 11" NCR 2 Part Fanfold £21
- 1,000 Sheets 15" x 11" Fanfold Paper £9
- 2,000 Sheets 15" x 11" Fanfold Paper £16
- 1,000 Sheets true A4 Fanfold Paper 70gms £11
- 2,000 Sheets true A4 Fanfold Paper 70gms £21

(All our Fanfold paper is Micro perforated leaving a smooth clean edge when the tractor feed strips are detached).

Carriage 1K Sheets £2.50, 2K Sheets £3.00

Printer Labels

(On continuous fanfold backing sheet)

- 1,000 off, 90 x 36mm (Single Row) £6.00
- 1,000 off, 90 x 36mm (Twin Row) £6.25
- 1,000 off, 90 x 49mm (Twin Row) £7.50
- 1,000 off, 102 x 36mm (Twin Row) £6.75

Laser Printer Labels on A4 Sheets

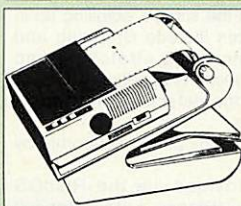
- 3750 off, 70 x 29mm (3 Rows x 10) £15.50
- 2400 off, 70 x 37mm (3 Rows x 8) £15.25

Printer Ribbons & Various Dust Covers

Type	Ribbons	Dust Covers
BBC B/BBC Master	-	£4.00
Archimedes Micro pair	-	£9.00
Citizen 120D	£3.25	£5.00
EX800/1000	£3.50	£5.00
FX/FX80/85/800/MX80	£2.95	-
FX/MX/RX100/1000	£3.95	-
Kaga/Taxan KP810/815	£3.25	£5.00
LQ400/500/550/800/850	£5.50	£6.00
LQ1050/LQ2500	£12.00	-
LX400/800/850	£3.50	£5.00
M1009/GLP	£2.95	£3.75
NEC P2200	£4.50	£5.00

Dust covers for most 80 column printers available at £5 each

Professional Printer Stand



The professional printer stand takes hardly more space than your printer. Due to the positioning of the paper feed and re-fold compartments ie. one above the other, the desk space required for your printer functions is

effectively halved. Its ergonomic design ensures smooth paper flow and automatic refolding.

80 Column version £19

132 Column version £29

Universal Printer Sharers/Changer

Connect up to 5 Micros to 1 printer or 5 printers to 1 Micro with our combined, Sharer/Changer switch boxes.

Standard Low Cost Type

Connects	Serial	Parallel
• 2 to 1	£10	£10
• 3 to 1	£14	£15
• 4 to 1	£19	£20

Professional Type

Connects	Serial	Parallel
• 2 to 1	£15	£16
• 3 to 1	£20	£23
• 4 to 1	£30	£34

Cables extra at £5 each

Cross Over Manual Switch

2 In/2 Out Parallel	£29
2 In/2 Out Serial	£28
3 In/2 Out Serial	£36

Auto Printer Sharer

Connects	Serial	Parallel
2 to 1	£34	£36
4 to 1	£52	£53
8 to 1	-	£85

256k Multi Spooler

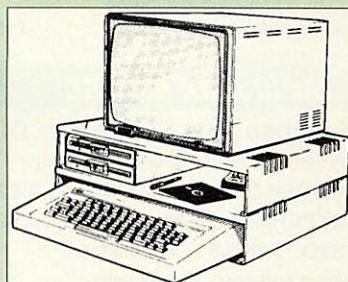
These Auto Parallel Printer Sharers have built-in 256K of Printer Buffers. They can be used as Auto Sharers, Printer Buffers or both.

• 2 In/2 out	£125	• 4 In/2 out	£139
• 8 In/1 out	£185		

Compact Converter Units

Serial to Parallel	£32	Parallel to Serial	£32
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Plinths for the BBC Master and A3000



- Single Master Plinth 490 x 310 x 105mm £14
- Double Master Plinth 490 x 310 x 210mm £26
- A3000 Single Plinth (very sturdy & precision made), has a slot on the left for the switch & cut out on the right for 3.5" Disc Drive £15

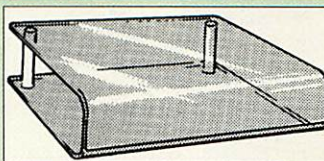


CREDIT CARD 24 HOUR

Ansaphone Hot Lines

(0923) 250234 or 233383

Perspex Printer Stand



Give your Computer System a touch of Class with our elegant, smoke finished Perspex Printer stand.

80 Column version	£16 (carr £3)
136 Column version	£20 (carr £4)

Continued → → → → → → → → →

QUEST MOUSE Mk III



- Quest Mouse III & Quest Paint £49
- Quest Mouse III, Quest Paint, AMX Stop Press & Pagefont £69
- Quest Mouse III only £25
- Quest Paint Software only £28
- Quest Font Disc (22 Text Fonts) £15
- Quest Mouse Mat (Red or Blue or Green please specify) £3
- Conquest (Quest Paint Extension) ROM £24
- Quest Colour Dump Disc – This new software allows you to print direct from Quest Paint to your Integrex Colour Printer £18
(P.S. Quest Paint is not compatible with BBC Compact)

Quest Paint is the winner of the BBC Acorn User 1990 Award for the Best Art/Graphics software

Mouse Cleaning Kit

To obtain trouble free operation and prolong the life of your mouse, the high tech rodent requires regular cleaning. Our deluxe mouse cleaning kit is ideal for the purpose £3

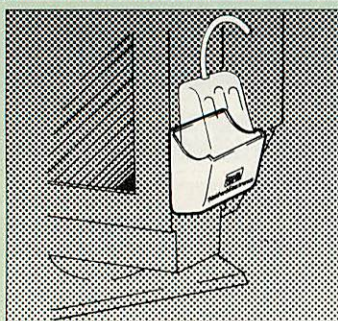
Archi Mouse Port Splitter

Our handy little splitter unit eliminates the risk of damaging your micro due to constant plugging and unplugging of the mouse by allowing you to connect both, a joystick and a mouse simultaneously to your Archimedes. £15

Mk III AMX MOUSE

- **AMX Mouse plus Super Art** £49
(Please specify for BBC, Master or Compact)
- AMX MOUSE ONLY £25
- AMX SUPERART Package £26
- AMX STOP PRESS – A Desktop publishing software. Works with Keyboard, Joystick or a mouse £25
- PAGE-FONTS – Over 20 Fonts for use with AMX Pagemaker £13
- AMX DESIGN (ROM) £29
- AMX EXTRA EXTRA £16
- MOUSE MAT £3

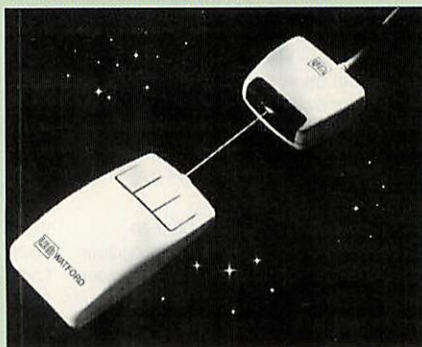
WE Mouse House



Treat your mouse to a cosy Mouse House. This handy little gadget solves the problem of where to store your mouse when it is having a rest. Made of sturdy plastic, the WE Mouse House attaches to the side of your computer, monitor, disc drive etc.

Only £3

Archi Cordless Mouse



Features

- Infra Red Signal Transmission
- High Resolution 200 DPI
- High Tracking Speed of 600mm/s up
- Anti-static Silicon Rubber Coated Ball
- Low Friction Teflon Footpads
- Power - by two AAA size batteries (not included)
- Automatic Standby Mode after 5 seconds inactive
- Auto Power Shut-Down after 20 seconds inactive

Price £32

Quest – Tracer ball

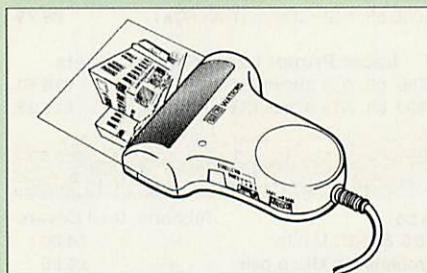
An attractively finished, extremely reliable, mouse replacement, input device. Requires very little desk space. Connects directly to your BBC B, BBC Master or Archimedes Micro.



QT-10 BBC/Master Version
QT-20 Archimedes Version

£25
£26

Beeb Hand Scanner



Watford Beeb HandScan is a compact unit which will allow photographs, diagrams, or any other documents to be digitised quickly and easily, to then be used in a desk top publishing package, art program, or even in your own Basic programs!

Beeb HandScan & Firmware £99

Archi Mk II Hand Scanner

Watford's Mk II hand scanner has a maximum resolution of 400 dpi. The scanning width is 4". The sophisticated software is supplied in a 64K ROM, located on a standard single width expansion podule. As you scan a page, the image appears in the scanning window on the screen, scrolling up in real time. Other facilities include Cropping and scaling to any size including stretching and squashing in X and Y directions separately. Colour tinting. X and Y flip. Edge detection which turns solid objects into outlines.

Images can be printed on any printer supported by RISC OS.

On-screen help is provided via the RiscOS interactive help facility. (Please write in for full technical details).

AHS-4 Archi 300/400 Version £109
AHS-3 Archi A3000 Version £119



Winner of the BBC Acorn User 1990 Award for the Best DTP/Word Processor

The Wapping Editor

The Wapping Editor from Watford Electronics represents a breakthrough in Desktop Publishing for the Beeb. The package includes a 64K ROM containing ALL the software needed to get into print fast; a very sophisticated graphics module, professional quality typesetting software, a word processor, a comprehensive font editor for designing your own typefaces, and a variety of printer dumps. This mouse-driven system is designed for the BBC B, the B+ and Master computers and will take full advantage of any Sideways and Shadow RAM that may be fitted. It will run under DFS, ADFS and Network filing systems and requires as a minimum just a single 40 track drive.

Wapping Editor Software Pack £49
Wapping Editor plus Mouse £69

(Wapping Editor only works with Master Compact if a Mertec Expansion box is fitted)

Wapping Art Disc

Over 250K of clip art to cut and paste into your Wapping Editor pages. Pictures include maps, transport, people, media, sport, games etc. Two 'ratio' screens for use with hi-res and rotated A5 pages to ensure images are not distorted when printed out. £15

Wapping Font Disc 1

Sixteen additional fonts, including smaller version of Oberon and Daisy and two new sizes of the standard font for the Wapping editor.

Also included are two Mode 0 screens containing giant 'headline' fonts to cut and paste to create extra smooth headlines.

Supplied complete with instructions. £12

Wapping Font Disc 2

This new addition to our Wapping range of DTP software provides you with additional 23 fonts for the Wapping Editor DTP pack. (80 track discs only). £13

Archi A4 Scanner



The 216mm scanning width can cope with both desktop scanning of single sheets, photographs, diagrams, etc., with its fast ten page automatic document feeder, but it can also detach from the feeder to become a convenient hand-held full page scanner for larger documents or pictures.

Scanned image control can be freely adjusted in increments of 10 dots per inch from 100 up to 400 dpi resolution with 64 levels of grey scaling. A built in shading controller and manual brightness control achieve optimum image clarity.

Unlike some scanners, which use a red light source, the Watford scanner uses a yellow/green source which vastly improves the light/dark contrast, thus eliminating the effect where any red-based colours are faded down to white and so do not show up in the scanned image.

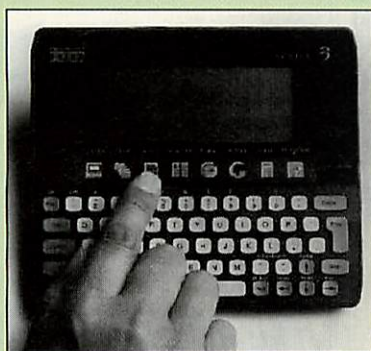
Archi A4 Scanner £259
Sheet Feeder for above £75
Scanner + Sheet Feeder £349

Z88 Portable Micro



- Z88 Portable Micro **£POA**
- 32K RAM Pack or 32K EPROM Pack **£16**
- 128K RAM Pack or 128K EPROM Pack **£32**
- 512K RAM Pack **£86** • 256K Eprom Pack **£55**
- Z88 Eprom Eraser Unit **£38**
- Z88 Carrying Case **£8**
- AA Nicad Rechargeable Battery **£1.50**
- Battery Charger Compact & Fast **£6**
- Z88 Serial Printer Cable **£8**
- Z88 Parallel Printer Cable **£18**
- Z88 to BBC Link **£8** • Z BASE **£49**
- Z88 to PC Link II **£27** • Z88 to Macintosh **£32**
- Z88 Mains Adaptor **£9** • Z88 Modem **£99**

Psion Series III



- Psion Series III Computer**
- Series 3 128K **£155** • Series 3 256K **£179**
- RAM Solid State Discs (SSD)**
- 128K **£68** • 512K **£170** • 1Mb **£255**
- Flash Solid State Disc (SSD)**
- 128K **£34** • 256K **£59** • 512K **£102**
 - 1Mb **£170** • 2Mb **£255**
- Communications**
- Parallel Interface Link **£25**
 - RS 232 Serial Link for PC **£58**; Mac **£59**
- Various**
- Mains Adaptor 9V AC **£12**
 - Spreadsheet **£59**
 - Professional Finance **£42**
 - Spelling Checker/Thesaurus **£42**

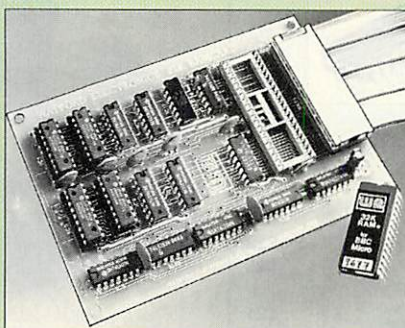
HP Palmtop PC

- HP95LX 512K Palmtop PC **£199**
- P.S. Above price includes Lotus 123, Desk Diary and Memo softwares in ROM
- HP Connectivity Pack **£55**
 - HP95LX 512K RAM Upgrade **£POA**

Fax Machines

- | | | | |
|---------------|-------------|-------------|-------------|
| Brother 305# | £335 | Pana UF121 | £320 |
| Brother 450# | £375 | Pana UF128M | £415 |
| Brother 550M# | £455 | KX F2090BE | £488 |
| Canon 170 | £520 | Tosh TF132 | £349 |

32K Shadow RAM/Printer Buffer Card Expansion Board



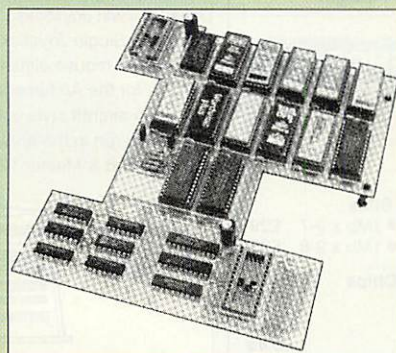
A MUST FOR WORD PROCESSING

Simply plug the ribbon cable plug into the 6502 socket and gain a massive 32K of extra RAM.

- "VIEW" Wordprocessor users can now type in letters in 80 columns and have up to 28K bytes free – 5 times as much as normal.
- In WORDWISE (or WORDWISE-PLUS), preview in 80 columns with the full 24k of text in memory. This product is recommended as an ideal complement by Computer Concepts.

Only £49

Solderless Sideways ROM Socket Board



- Increases your BBC Micro's ROM capacity from 4 to 16.
- **No soldering required.**
- Socket 14 takes two 6264 RAM chips.
- Read protect to make RAM "Vanish" allows recovery from ROM crashes.
- Battery backup option for RAM chips.
- Supplied ready to fit with comprehensive instructions.

Price: Only £32

Battery Backup fitted £35

Battery Backup only £3

16K Sideways RAM £8

- Sideways RAM Utilities Disc for Solderless ROM Board. Includes the options to load and save ROM Images and the facility to use Sideways RAM as Printer Buffer.

Only: £8

Watford DATA DUCK

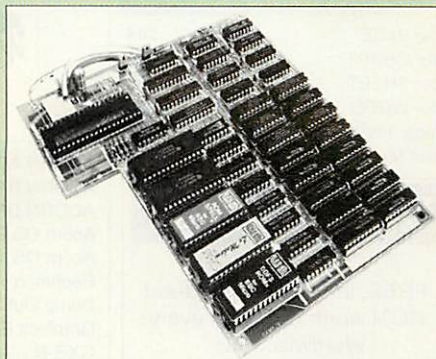
Convert two single Disc Drives into one Dual Drive with this simple external unit (Suitable for Disc Drives with PSU. For Disc Drives without PSU, you will also require Watford Power Duck, see below).

£14

Watford POWER DUCK

£8

ROM/RAM Card



- No Soldering required to fit the board.
- Compatible with BBC B
- Total number of ROMs increased from 4 to 8.
- Up to 8 banks of sideways RAM (dynamic).

PRICES:

- ROM/RAM card with 32k DRAM **£39**
- ROM/RAM card with 64k DRAM **£52**
- ROM/RAM card with 128k DRAM **£83**

OPTIONAL EXTRAS:

- 16k plug-in Static RAM kit **£8**
- 16k DRAM for Upgrade **£13**
- Battery backup **£3**
- Read and Write protect switches **£2 each**
- Complete ROM-RAM card with all options fitted **£99**

ROM Cartridges for the BBC Master

Will accept the larger Piggy Back ROMs like Interword, Quest, etc.

- Twin **£9**; • Quad **£14**

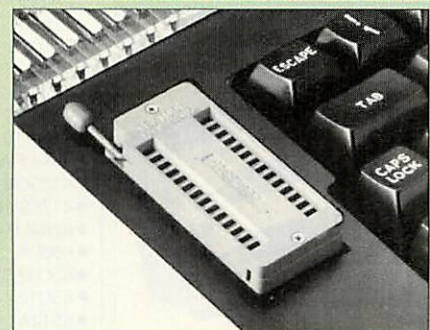


24-Hour Credit Card Order Line
(0923) 233383 or 250234

Miscellaneous Connectors

	Plugs	Sockets
RGB (6 PIN DIN)	50p	75p
RS423 (5 pin Domino)	70p	80p
Cassette (7 pin DIN)	40p	95p
ECONET (5 pin DIN)	35p	50p
Paddles (15 pin 'D')	150p	250p
Disc Drive Plug 4 way	100p	–
6 way Power Connector	120p	150p

Sideways ROM ZIF Socket System



Allows you to change your ROMs quickly and efficiently, without having to open the lid. The ZIF socket is located into the ROM Cartridge's position. It is very simple to install. No soldering required. Also included in the price is a plastic see through storage case with antistatic lining, which allows you to store 12 ROMs.

£18

Leasing finance now available at very attractive rates to Businesses (subject to status), Education establishments, Government Depts. and Local Councils. Min. £1000. Please telephone for details.

Computer Concept's ROMS

Inter BASE	£49
Inter CHART	£25
Inter SHEET	£37
Inter WORD	£36
Mega-3 ROM	£76
Spell Master	£42

Wordwise plus

£38

FREE, the superb Word-Aid ROM worth £24, with every Wordwise Plus.

Word-Aid

This advance utilities ROM extends the power of your Wordwise plus ROM.

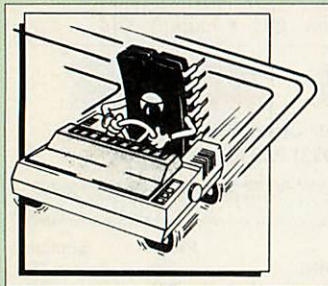
Only £24

(N.B. Word Aid requires a Disc interface in your Micro)

Acorn ROMS

View 3.0 ROM	£45
Viewsheets (Acornsoft)	£36
Viewstore	£36
Viewspell - 80T disc	£25
View-Index	£12

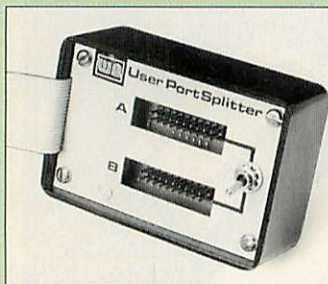
View Printer Driver ROM



View is a powerful word processor, but it seriously lacks in terms of printer driver support. With the View Printer Driver ROM, the View users will find themselves in the realms of advanced word processing.

Price: Only £29

User Port Splitter Unit



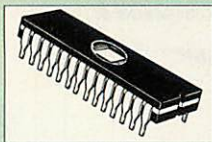
Gone are the days when you had to plug and unplug devices from the User Port. This extremely useful little device allows you to connect two devices simultaneously to the BBC's user port.

Excellent Value at £22



CREDIT CARD
24 HOUR
Ansaphone Hot Lines
(0923) 250234 or
233383

Assorted ROMS



ACORN ADFS	£25
ACORN BASIC 2 plus User Guide	£22
ACORN DNFS	£17
Acorn OS B+	£25
Acorn OS 1.2	£14
Beebmon	£22
Dump Out 3	£25
Graphics Extension Rom	
GXR-B	£21
GXR-B+	£22
Logotron LOGO	£43
MASTER OS ROM	£38
Master ULA (47)	£15
Master ULA (60)	£10
Numerator - Archi	£69
Numerator - BBC	£39
Pendown ROM	£32
Rom Manager	£20
SERIAL ULA	£13
TED	£35
Video ULA	£14
1Mb OS ROM	£39

Watford Electronics'
New High Tech Computer
Boutique is now open in
Luton.

Don't miss your chance to visit
the Acorn Village.

CHIP SHOP

1 MB-10 DIL D-RAM	£4.50
1 MB ZIF D-RAM	£4.00
256K x 4-8 DIP	£4.75
256K x 4-8 ZIF	£4.00

Memory SIMs

• 256K x 9-7	£9	• 1Mb x 9-7	£29
• 256K x 9-8	£9	• 1Mb x 9-8	£33

Various Chips

DS3691		£4.50	
DS88LS120		£5.25	
LM324		£0.45	
SN76489		£5.50	
SAA5050		£8.75	
UPD7002		£6.00	
2764-250nS		£3.00	
27128A-250n (12V5)		£2.50	
27128-250nS (21V)		£4.00	
27256-2		£3.00	
27512-2		£4.50	
27C101G (1 Meg)		£7.00	
● 4013	75p	● 68B50	£2.95
● 4020	£1.00	● 7438	50p
● 4164-10	£1.55	● 74LS00	50p
● 4464-10	£3.50	● 74LS04	50p
● 4816 RAM	£2.00	● 74LS10	50p
● 41256-8	£2.00	● 74LS123	£1.00
● 41256-10	£1.50	● 74LS163	£1.00
● 6264LP-8K	£4.00	● 74LS244	£1.00
● 6502A	£5.00	● 74LS245	£1.00
● 65C02 3M	£9.75	● 74ALS245	£2.75
● 65C12	£9.00	● 74LS373	£1.00
● 6512A	£10.00	● 74LS393	£1.00
● 6522	£4.00	● 75453	£1.00
● 6522A	£5.00	● 75159	£3.00
● 62256ALS	£10	● 8271	£30
● 62256P-12	£8.50	● 9637	£2.00
● 6818	£4.00	● ICL7673PA	£3.00
● 6845SP	£6.00		

Acorn Speech Synthesizer
package complete, for the
BBC B Microcomputer
Special Offer £14

Commander Joystick



Features:

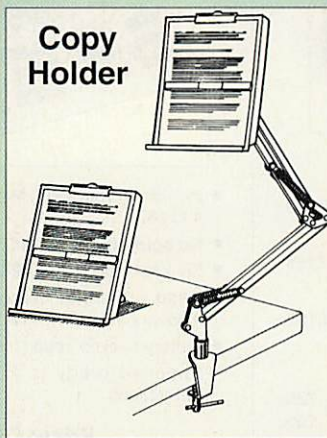
- Direct connection to BBC Analogue input port - interface needed.
- Fully compatible with all BBC Joystick controlled games programmes.
- Switchable springs allow selection of floating or centring operation.
- Trim adjusters for both X and Y axes for fine centre adjustment.
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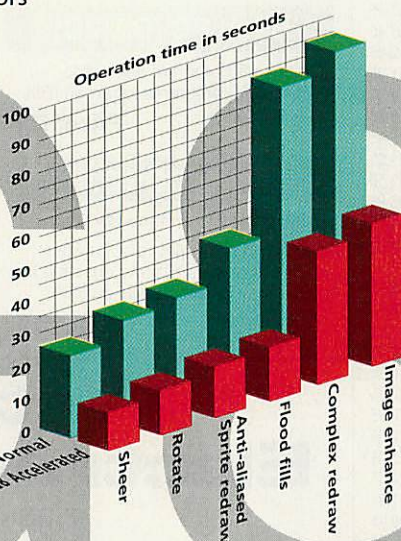
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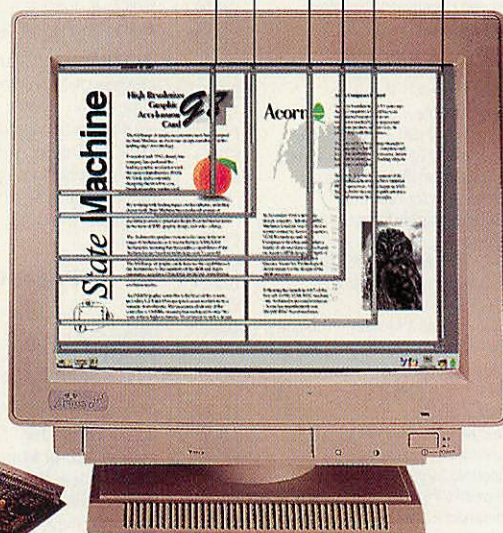
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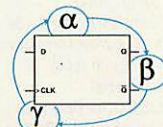
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Gavin Burns explains how you can get your machine off to a good start

ABSOLUTE BEGINNERS

Suddenly you feel inspired; you know the most brilliant and impressive conclusion for that all-important document due in tomorrow. With great speed, you dash to your computer, turn it on and frantically search for the directory that the document is stored in and begin to type.

A message flashes up before you to say that no word processing application has been installed. You can't write a single word yet. Desperately you load the word processor, relocate the document and . . . well, you've forgotten what you wanted to write now.

Wouldn't your life be easier if everything that you used regularly was automatically loaded, every time you switched on your machine? Well, you can tailor your computer to suit your every need, and here's how to do it . . .

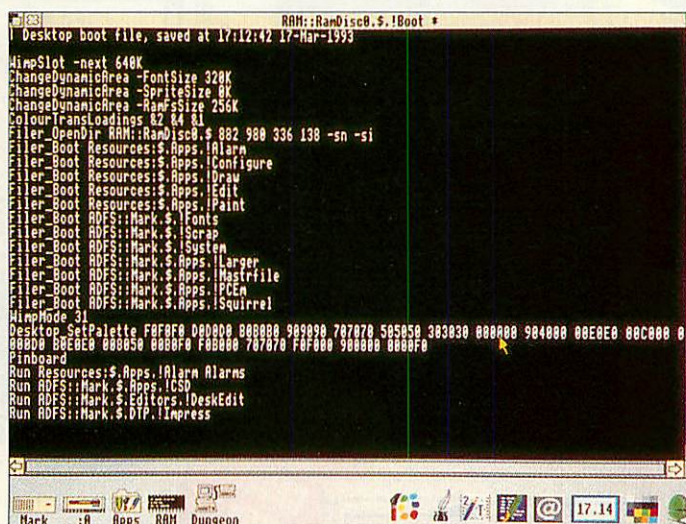
The anatomy or make-up of your machine is stored in a Boot file, a special kind of file that will remember how your machine is set up. Every time you switch on the machine, it's restored exactly as you like it, assuming you've ordered the Boot file to do so.

A Boot file is basically a file containing lots of commands that describe your computer's set up. This file is stored on your disc, and is run when the machine is switched on or reset: this is called booting your machine.

It's simple to set up a Boot file; here's what to do . . .

- Turn on your machine and load up all your favourite bits; a wordprocessing application would be a good idea or, perhaps, you'd find it useful to have a database, like *Squirrel*, already loaded.

- Click the Menu button over the Acorn on the bottom right-hand side of the screen. Go into Desktop boot and drag the



Your Boot file can be as long and complicated as you wish

file icon on to your hard disc or, if you don't have a hard drive, on to a floppy disc (which will now be called your Boot disc). Make sure that the autoboot option is on (meaning the little star is present). You've now saved your Boot file. It's that simple.

- Unfortunately, if you have Risc OS 3.10 (check by clicking Menu over the Acorn on your icon bar and looking at the Info line) there is a little bug which prevents things working as they should. To get round this, press F12 and type the following:

```
*Configure FileSystem ADFS
*ADFS
If your Boot file is on a hard
disc, then you should type:
*Configure Drive 4
*Mount 4
If your Boot file is on a floppy
disc, then type:
*Configure Drive 0
*Mount 0
Finally, type:
*Opt 4 2
*Configure Boot
```

Now your Boot disc is set up. If you perform a SHIFT-BREAK, or turn the machine on, then your Boot file will be run. If you have a floppy system, don't forget to put your Boot

disc in the drive. You can alter the effects of your Boot file if you want. To do this, simply drag the Boot file into *Edit*, and a bunch of lines will be appear as shown above. If you're particularly clever, you can change the set-up of your machine by altering the commands in these lines.

Take a look at the first part; you'll see something about *WimpSlot* and *ChangeDynamicArea*. Nothing to do with a special space for puny bodies, this area is concerned with memory management. The sizes of the font cache and Ram disc are set up here. If you ever need to alter these details permanently, it's better to use the *Configure* application, rather than mess about changing the commands.

Next is the *ColourTransLoadings* command. This concerns your palette. Ignore it.

As you will of course remember, you needed to have a *Filer* window open in which to save the Boot file. *Filer_OpenDir* contains details of this window, but you probably don't really want this window opened every time the computer is turned on. To prevent the window turning up every time, simply delete this line – but

only this line – and resave your Boot file.

Next, you should be able to see a large section of commands that all look the same(ish). These begin with *Filer_Boot* and often make up the bulk of the file, telling the computer which applications or resources to automatically recognise. The full pathname is given, so the computer knows exactly where to find each application. This tells the computer how to load certain files so, for example, the line *Filer_Boot Resources:\$Apps:\$AppName* will make sure that when you double-click on a *Draw* file, then *Draw* is loaded automatically.

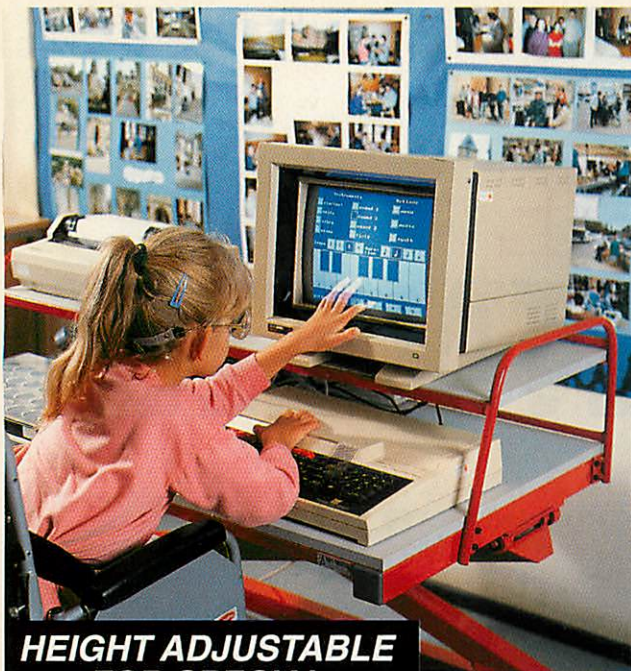
Another wimpy bit follows. Here the mode and palette for the desktop are set up. You will see lots of numbers in the *Desktop_SetPalette* line. If you're curious as to which number corresponds to which colour, look at the palette icon on the bottom right-hand side of the screen; it's the pretty box with coloured squares in it. The first number is the first coloured square on the top left-hand side of the box, the second colour is the second square and so on. Your palette will probably begin with a white square which will have the value F0F0F0.

Next up is the pinboard, the top bit of the desktop which provides a background to the windows. This be completely dull and grey, but the more confident computer users among you will no doubt use some manic chaos pattern.

Finally, you will come across some lines that begin *Run*. These are the applications you are running at this very moment, and the *Run* command simply makes sure they will appear on your icon bar when you switch on.

So, if you want to be a more efficient computer user, give your machine a boot.

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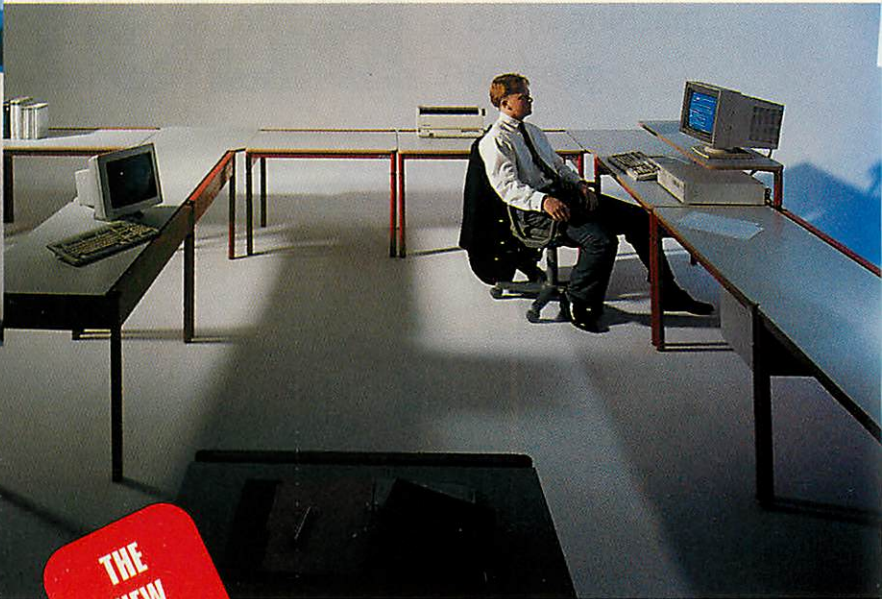


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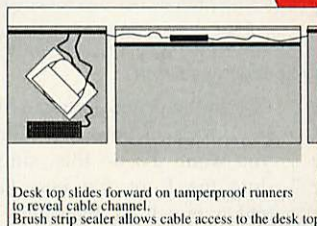
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In the January issue of *Acorn User* I decided that the early pre-release version of *Wordz* was full of promise, if a little slow. I've now had a chance to try out the second update (version 1.02) of the full release version.

With *Pipedream*, Colton Software has long survived on the principle of cramming as much functionality as possible into a single application. Although at heart it was really a spreadsheet, *Pipedream* could justifiably claim to be a word processor and even a simple database.

By contrast, *Wordz* represents a total rethink. It is a word processor, both in name and in nature, and you will have to buy several separate applications to approach the versatility of *Pipedream*. The new Colton Software family includes *Wordz* itself, the forthcoming *Resultz* spreadsheet and an as-yet unnamed database. Let's hope they don't call it *Databaze*.

NICE AND EASY

Wordz has a bar at the top of the editing window with iconised buttons providing direct access to central functions like text justification modes, style and effect choices, cut/paste, document saving and printing. The very first button contains a pair of spectacles. Click on this and you get the View control dialogue box. This lets you set things like the scale view, the printable area and choose options such as vertical and horizontal rulers or column and row borders.

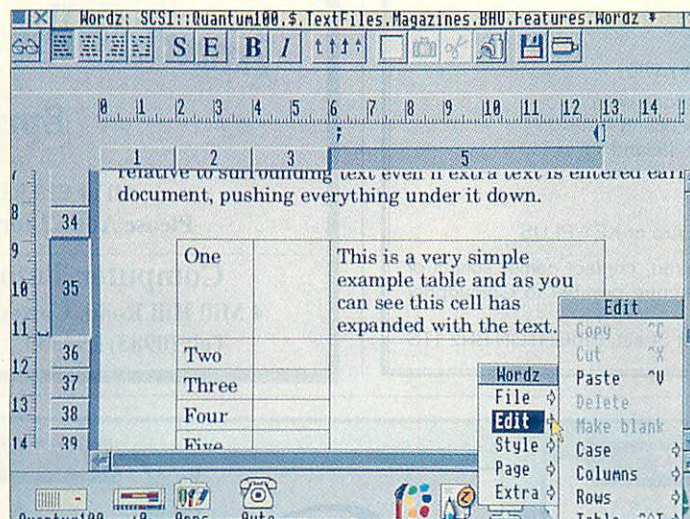
You can also split the editing area vertically or horizontally into two separate windows on the same document. These remain contained within the single overall *Wordz* window and make editing more manageable. Underneath the button bar is a single status line which doubles as context-sensitive help.

Like Computer Concepts' *Impression*, *Wordz* implements layered styles which can be applied to any selected region of text rather than just all the text in one paragraph. Any text region, be it a single character or an entire document, can have a different customised combination of font, size, foreground or back-

WORDZ

MADE EASY

As Ian Burley finds out, Colton's *Wordz* can be both powerful and easy to use



Wordz combines a host of features with ease of use

ground colour, ruler setting, line spacing or whatever is applied to it. Styles can be masked by more recently applied ones, so complex but impressive combinations of effects can be built up.

Once you have used layered styles it's very difficult to return to the restrictions of the old fashioned paragraph styles. However, it can be difficult to keep track of applied styles, so a style region function has been included, that shows you where the styles are and lets you rearrange them.

ON THE TABLE

Wordz has a very powerful and easy to use table editor. By selecting column and row borders you can drag about the table dimensions of all, or part of, the table to your heart's content. Or you can resize an individual table entry by dragging the sides of its box.

You have the choice of showing or hiding boxes in finished tables. Data entered

can be made to flow from one line to another within its column bounds and automatically extend the cell.

Rows and columns are easily inserted, selected and deleted. Pre-prepared data can be directly imported into a table if it is in CSV format. All you need to do is drag and drop the CSV file icon into your *Wordz* document and the program automatically generates a table.

When *Resultz* arrives you will be able to insert whole spreadsheets into *Wordz* tables. As *Wordz* and *Resultz* will share a dynamic link you will be able to edit *Resultz* sheets from within *Wordz* as long as both applications are running at the same time. *Wordz* will also share *Resultz*-generated charts and these too will be updated in real time.

Wordz documents can incorporate either *Paint* or *Draw* images, but not those from *Artworks*. Images can either be imported into the *Wordz* docu-

ment file, meaning the image must be copied, or to save space, *Wordz* can reference external image files.

Illustrations can be resized and moved around the document and there is an option to use an image as a page back-drop. Images can be pinned so they maintain their position relative to surrounding text.

AND THE REST

Other *Wordz* niceties include templates for label printing, a 58,000-word spelling checker with user-dictionary option, fields for fixed dates or today's date, case swapping, word counting on selected regions as well as the entire document and the ability to import *First Word Plus* files.

Wordz is certainly an impressive package to use. Nothing is ever 100 percent perfect and I have some quibbles: although speeded up since its pre-release days, *Wordz* is still a bit sluggish at times when forcing the text to scroll with the arrow keys and there is an annoying screen repaint every now and again, which seems unnecessary.

There is no option for click-selecting a single line with the mouse; two clicks selects a word and three the whole paragraph. I was disappointed that drag and drop editing to supplement the conventional cut-copy-paste method had not been implemented. Colton Software has not ruled these options out, but has no definite plans either. Advanced features like footnotes, indexing and outlining are also not on the priorities list.

Nevertheless, the arrival of *Wordz* has already stirred some of Colton Software's rivals into action to improve their own wares. *Wordz* looks nice, is genuinely easy to use, has powerful features like layered styles and comprehensive tabling and promises a lot, with hot links to *Resultz* and the forthcoming database.

PRODUCT DETAILS

Product: *Wordz*
Supplier: Colton Software, 2 Signet Court, Swanns Road, Cambridge, CB5 8LA
Tel: (0223) 311881
Price: £99



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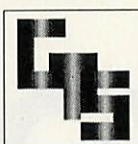
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FANFARE FOR THE COMMON MIDI

Richard Garrett plays along with Serenade, Clares' new Midi package

The trouble with Midi sequencers is that most of them are written for pro musicians who, as everyone knows, speak a foreign language – riff, hook, stab, middle eight and so on – read hieroglyphics – musical notation – sleep during the daytime and have egos bigger than the Albert Hall. Any piece of software that meets their approval must cost loads of money, be totally unintelligible to the average punter and do everything they ever wanted, including mix Alka-Seltzer when appropriate. If you don't fit the above description then read on.

ENTER SERENADE

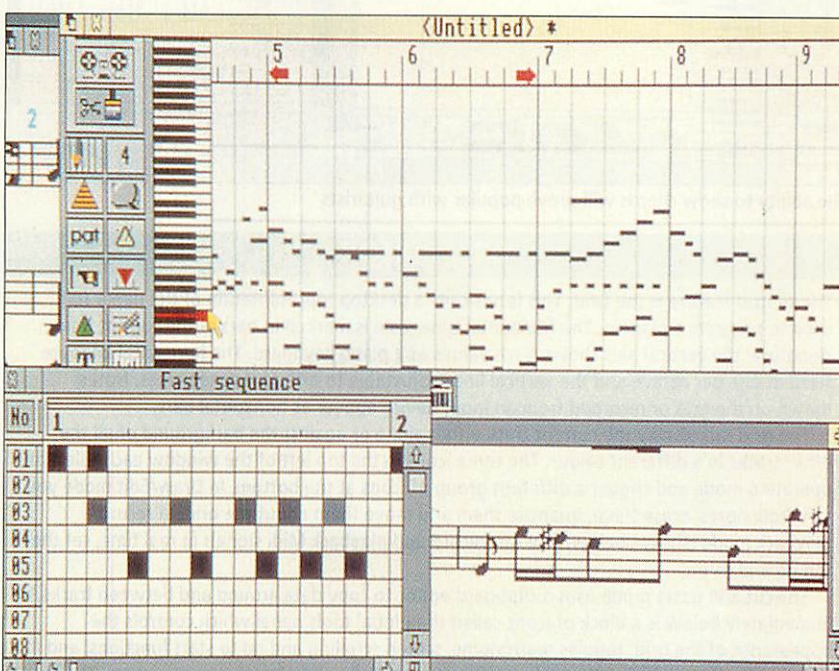
Serenade is an unashamedly entry level Midi sequencer that can write and arrange music for up to 16 electronic instruments. It is a grid edit sequencer which runs in the desktop and uses the analogy of a player piano to represent musical notes as lines on a paper roll rather than dots on a stave.

Clares has used icons extensively in the layout and, unlike many sequencers, it offers a huge number of specialist functions without seriously constricting the user's workspace. This is exclusively a Midi package, and will only work with an appropriate interface card. Since such packages are still rare on the Arc, it's worth describing the function of *Serenade* in a little detail...

Sequencers are programs that help you compose music on screen, record it from a synthesizer keyboard or other input device and play it back using external tone generators (the synth again). This is achieved by passing information between the computer and processor driven musical instruments over five-pin DIN cables.

Unlike sound sampling programs, Midi sequencers never deal in actual sound, but manipulate control signals (the outputs) that tell synthesizers and drum machines what sounds to generate from their own hardware. The system also transmits controller information (inputs) which describes the status of volume knobs, expression pedals, pitch wheels and other modulation devices.

Although Midi addresses instruments on 16 different channels at once, you don't need to connect your computer to 16 boxes. Contemporary multi-timbral synths can generate about 24 notes at once spread over 16 stereo instruments or voices: all from one £300 bit of

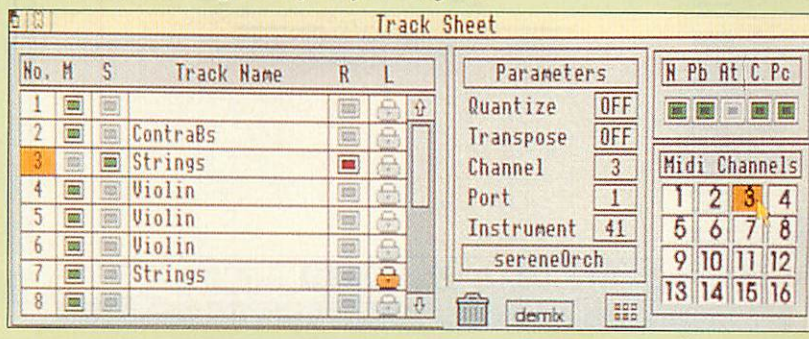


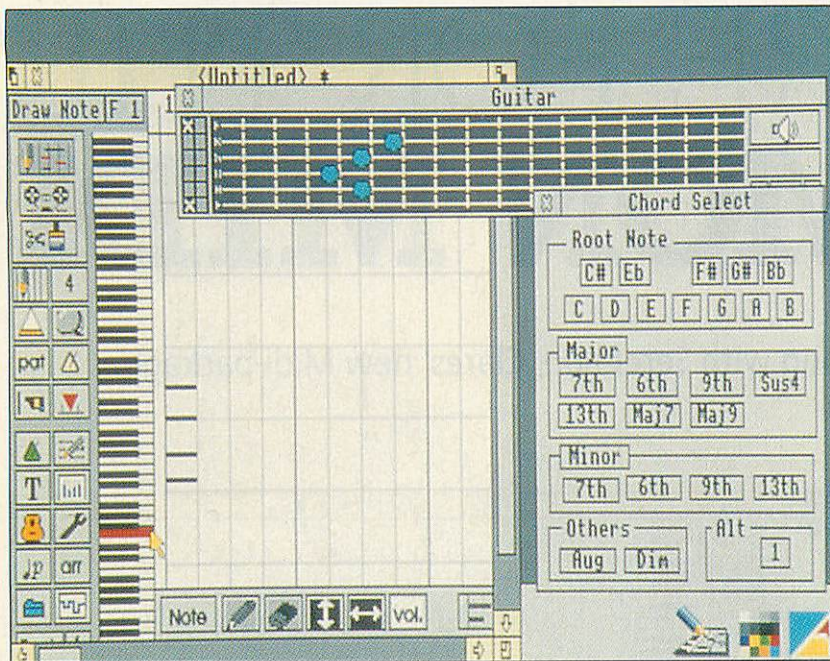
If it looks like a pianola roll, that's because it works much the same way

TRACK SHEET

This is one of the most important windows in the package. It contains a list of the 16 internal tracks – eight visible at once – with writable track names and flags indicating Mute, Solo, Record enable and Lock status. Mute stops a channel from sending data to the tone generator thereby silencing it. Solo is its extreme opposite. When you select it, all other channels are muted so that the track plays alone. Record enable allows you to record signals from a Midi input devices on that particular track and Lock prevents the track from recording.

By selecting and dragging a track name around, you can produce duplicate copies of it, merge it with another track or delete it. When you select a track number from the list, the window will also display its parameters. These are the number of its Midi port, its channel and the name and number of the instrument (voice, program) selected. The list of instruments can be configured to your synth using *Edit*.





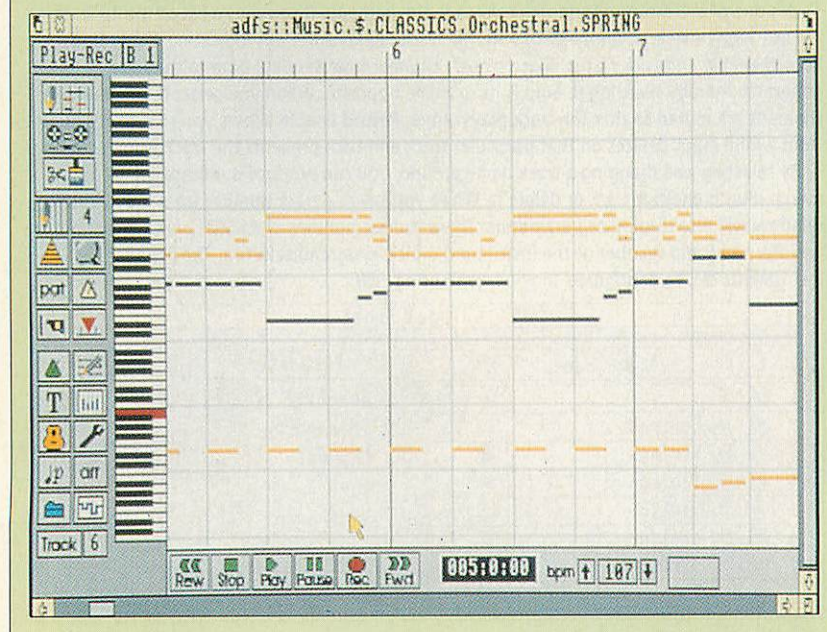
The ability to show chords will prove popular with guitarists

GRID EDITOR

The central feature is the Grid. This is basically a desktop representation of the paper roll used to program a pianola. The horizontal time scale is marked in bars at the current time signature; the vertical axis shows pitch values as a piano keyboard. The horizontal lines are fixed at one per octave and the vertical lines adjustable to different note values. Notes drawn on the grid or recorded from an input device appear as horizontal bars.

The grid can display the current track either alone or against the background of all the other tracks in a different colour. The three icons in the top left of the window each select an operating mode and trigger a different group of icons at the bottom. In Draw/Edit mode you can draw notes, erase them, quantise them and move them about the grid. In record/playback mode (shown below) you can record and playback Midi signals in real time, set the tempo and so on.

The cut and paste mode uses a clipboard editor to copy data around and between tracks. Immediately below is a block of icons called the global tools panel which controls the appearance of the grid; toggles metronome, screen scrolling and go to start functions; and switches between playing through patterns sequentially and playing arrangements. The ten icons at the bottom left of the screen make up the Function panel from which you can set up the metronome, set the time signature, add and remove bars from the grid, save files, and call all the other editors. All icons are duplicated as menu options.



hardware. *Serenade* offers the user two methods of writing music. In Draw/Edit mode, you write notes of fixed duration and loudness (velocity) on to the grid using a pencil icon.

The length and velocity of these notes can be altered much as you would select nib shapes and sizes in an art package. Like conventional drawing packages, it also provides the normal complement of snap to grid, edit and move (transpose) functions.

QUANTISE THEORY

One feature with no obvious counterpart in drawing packages is known as quantisation. This corrects playing errors by detecting notes that occur ahead of or behind the beat and automatically moving them to the right place (one person's playing error is another's expression). In *Serenade*, the quantise function can be altered so that notes move all or part way towards the nearest grid line allowing you to tighten up your playing without making it totally mechanical.

In Record/Play mode, you can enter notes from a synth in real time with their durations and velocities dependant on how you hit the keys. To help with this, the program provides a click track whose pitch, volume and Midi channel can be set from the icon bar. This metronome gives a non-configurable one bar count before the start of the track. If you want to 'drop in' to an existing track and fix an error, you can set the record option to remain inactive until it receives a Midi keypress. There is also an editable tempo track which guides the speed of you tune as it plays.

Having created a number of 16-part phrases, you can build a song structure from the arrange window. This is a list of sections defined by bar numbers which can be repeated and played in order using an arrange play option from the global tools menu. It's great for rock musicians for whom life would not be the same without verse-verse-chorus-verse-chorus-chorus-stop but is rather less useful for those musicians of a classical bent.

If you're a guitarist, one feature that you'll really like is the guitar chord window. When you click on the guitar icon, a window opens to display a 17-fret guitar fingerboard and, by selecting frets with the mouse pointer to indicate where you would put your fingers, you can build chords without knowing exactly what they're called.

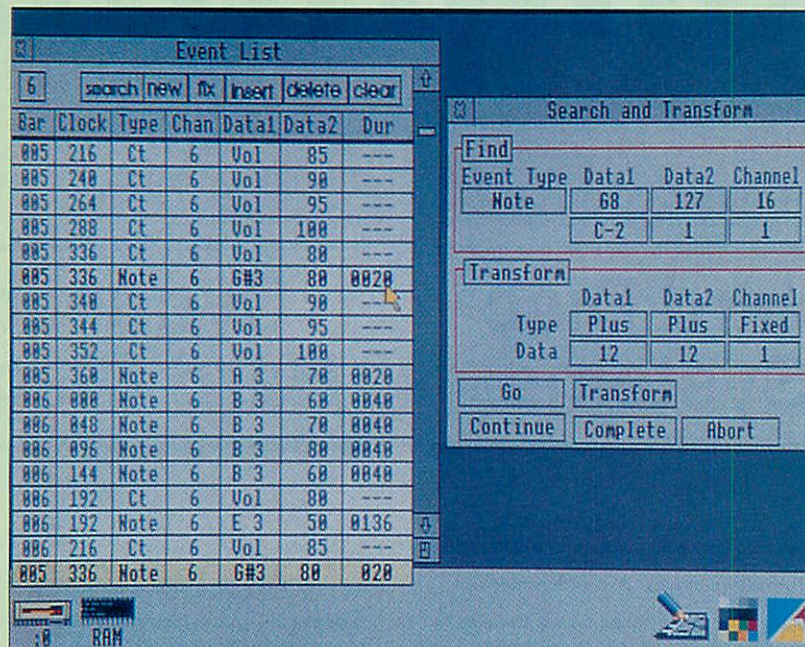
Alternatively, you can use a chord select box to choose common chords by name in up to three voicings. When you hit the loudspeaker icon, *Serenade* strums the notes in a style reminiscent of a seriously depressed flamenco player but it's sufficient to get the idea. With the main screen in Draw/Edit mode, you can write the chord into your current track.

VARIETY ACT

The variety of musical phenomena is such that no one editor adequately displays them all. Standard musical notation is great for showing harmonic relationships, chords and so on but lacks the precision of the grid when describing durations and start times. Neither is as detailed as an event editor and all three are appalling at illustrating drum patterns. Because of this, many

EVENT LIST

If you're a *Tracker* user moving up to *Midi*, this is the screen that you will find most familiar. All the data in the current track appears as columns of numbers in a scrolling window in which each row holds an event. Events are either notes defined in terms of channel, pitch, volume and duration, or *Midi* control instructions (these cover such aspects of the process as pitch bend, program change, modulation wheel, pan, volume). Each event occurs at a point in time shown by its bar number and a clock value within the bar. There are 384 clock values in each bar, so one crochet is equal to 92 clock pulses. Technically, this is referred to as a resolution of 92 ppqn (pulses per quarter note).



When you click on a row, the event data is copied into an edit line at the bottom of the window. From here, you can delete it or, once you've made any necessary changes, you can replace (fix) the original or insert it as an additional event. From the event list, you can also call up a Search and Transform option. This is much like the search and replace feature in a word processor, except that it searches for events of a particular type that fall within a given range of values and then transforms all of them by adding, subtracting or randomising data. For example, if you were to locate all notes on channel 3 and add 12 to their pitch values this would transpose the whole track up one octave.

OTHER MACHINES AND OTHER PACKAGES

Although software *Midi* sequencing has been around for several years, it has until recently been limited, almost exclusively, to packages designed for the Atari ST (for poor musos) and the Apple Macintosh (seen in flash studios only). The market leaders in the field have been £400 plus: products like *EMagic Notator* on the ST, *Opcode Vision* on the Macintosh and *Steinberg Cubase* on both.

During that time, the price of *Midi* hardware has been such that composing on computer has been a hobby limited to wealthy and/or committed enthusiasts. This means that most software has been aimed at a musically knowledgeable bunch of users who've wanted more and more features and have been prepared to put a lot of time into discovering the operational eccentricities of 'pro packages'.

These days, most of these manufacturers have tidied up the front end of their wares and produced cut down versions (*EZ Vision*, *Cubase Lite*, *Notator Alpha*) for the home market. All these packages fall in the £100-£200 price range and are distinguished from their 'pro' siblings by the absence of features like synchronisation to tape and video recorders and the more sophisticated quantisation and editor options.

Serenade alone falls firmly within this group and, combined with *Rhythm-Bed* and *Rhapsody*, would give any of the software packages based on other platforms a run for their money. Unlike many people in the Acorn world I don't generally go in for extolling the virtues of fast processing speeds, which can often be meaningless in themselves, but *Serenade* has a smoothness of operation when writing notes by hand that I've only encountered using *Cubase* on the faster 68030-based Macintoshes. In the Risc OS 3 environment, the only competition for this package is EMR's *Studio 24+* version 3, which is a bit more expensive but has a few more 'professional end' features.

sequencers feature drum pattern and notation editors. As Clares already has notation and drum editors in its catalogue, these features have been left out but hooks into these products have been included.

If you have version 1.26 or later of *Rhythm-Bed*, you can synchronise it with *Serenade* so that when you hit the play button on the main screen, your drum patterns will roll along in time. Currently, this only works if the tempo is fixed throughout the piece. Like many drummers, version 1.26 can't handle changing speed in mid-song.

For users of *Rhapsody*, and of most *Midi* software for that matter, Clares has taken the bold step of storing sequences as type one Standard *Midi* Files. SMFs can be loaded straight into *Rhapsody* and converted into musical notation but, as existing users will know, this is time consuming operation. In practice it's likely that one would only notate completed arrangements rather than swap continuously between the stave and the piano roll.

Clares should be congratulated for this modular approach to software design. It means that users who don't like drum machines or don't want to use standard notation don't have to buy that element of the total package. It also keeps the price down.

CADENZA

Although it is presented as an entry level product, *Serenade* offers a depth and flexibility that are normally associated with professional sequencers. However it has not become cluttered or overly complex. The icons and advice boxes are clear, and writing notes on the grid is very smooth.

Personally, I would like to see the screen layout rationalised a little so that I didn't have to change modes so often. Perhaps the tape and edit controls could have been on the main bar and the cut and paste functions could be left in the menu.

When used in conjunction with *Rhythm-Bed* and *Rhapsody*, it provides a comprehensive working environment for the *Midi* musician and only falls short of professional requirements in one or two points – notably the inability to change time signature in mid track and the lack of tape synchronisation.

Clares says that it still has many enhancements to the system planned and I'm looking forward to them already. If you are an Archimedes user thinking of getting into *Midi* music, or just a musician looking for a good first sequencer, then I suggest you take a look at *Serenade*. At the asking price, we are talking serious business.

PRODUCT DETAILS

Product: *Serenade*
Supplier: Clares Micro Supplies, 98 Middlewich Road, Northwich, Cheshire, CW9 7DA
Tel: (0606) 485111
Price: £135 inc VAT

Rhythm Bed (£49.95) and *Rhapsody* (£61.95) are also supplied by Clares

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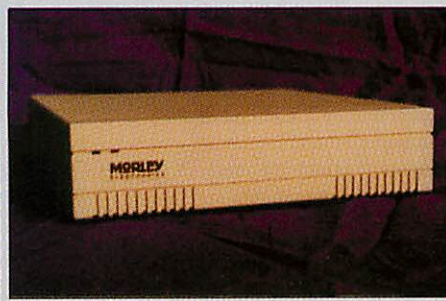
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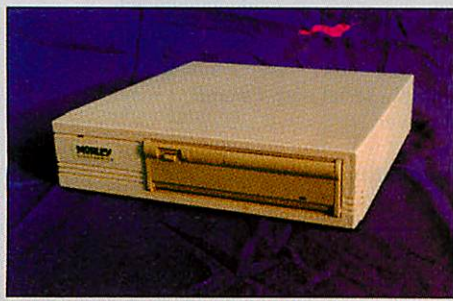
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MODEM TIMES

Ian Burley hacks a path through the communications jungle

It's almost two years since our last feature on comms. Then, the fastest widely available modems operated at 9,600bps (bits per second). That means such a modem can transmit or receive around 1000 characters per second, meaning data files could be shifted to or from your Archimedes over the phone line at about 70K per minute. This didn't come cheap and the most affordable 9,600bps modem then was at least £500.

Today, for as little as £250, you can buy modems which go 50 percent faster and have much better data compression system, meaning lower phone bills. Even if the princely sum of £250 still makes your wallet cringe, you have the more affordable option of going for slower 2,400bps (V22bis standard) modems but these have been enhanced by better data compression systems too.

Finally, since the introduction of *ArcFax* from Dave Pilling, who can be contacted on (0253) 852806, there's the added attraction of sending and receiving faxes.

Undoubtedly, if you are looking for a new modem the best performance standard to aim for these days is V32bis. This manages data transfers at the rate of 14,400bps, 50 percent faster than 9,600bps V32 modems. Even if your phone line isn't the clearest, V32bis is designed to detect this and can automatically step down to a slower but more reliable speed such as 1,200bps.

A point to note is that to fully exploit the V32bis performance, you need to connect your modem to the serial port at a speed of at least 38.4Kbps; otherwise when downloading uncompressed files, your modem will function more quickly than your serial port. The snag is that Risc OS only supports a maximum speed of 19.2K bps but third party serial port interfaces like The Serial Port's new High Performance Dual Serial Card can fix this.

COMPRESSION

V42bis is a modem data compression standard which is steadily replacing the more

familiar MNP5 standard, with which it remains compatible.

V42bis is nice, because its compression algorithm is more efficient and it can work out whether or not data compression is desirable during a file transfer. This is important because a modem can slow down as it tries to compress an already compressed stream of data. Unlike MNP5, V42bis doesn't make this mistake.

FAX

Many modern modems now offer fax machine compatibility. Currently, only David Pilling's *ArcFax* package enables you to do this on an Arc but it's effective and very affordable.

When choosing a modem with fax compatibility, make sure it has both fax send and receive functions – earlier models tended to offer only a fax sender – and check it has 9,600bps transfer rates or higher. Most up to date 2,400bps modems can operate in fax mode at 9,600bps. *ArcFax* currently only supports Class 2 fax modems,

though David Pilling is working on a Class 1 driver.

THE BUYER

In summary, if you are in the market for a new modem, its ideal specification would include 14,400bps V32bis performance and V42bis data compression combined with Class 2 fax compatibility. BAPT-approved modems with this specification, like the new Pace Linnet 32 Plus, for example, can be bought for below £400+VAT and, if you really want to economise, you can go for a non-approved import like the Twincom 144DF for around £250+VAT.

Remember, it's technically illegal to use unapproved modems in the UK. Even if you're going for a less expensive but slower 2,400bps modem, I'd strongly suggest you go for one which features V42bis and fax. Approved models are available for as little as £150+VAT, unapproved for under £100.

Here we look at a sample of four modems: two portables and two desktops.

WORLDPORT 14,400

US Robotics

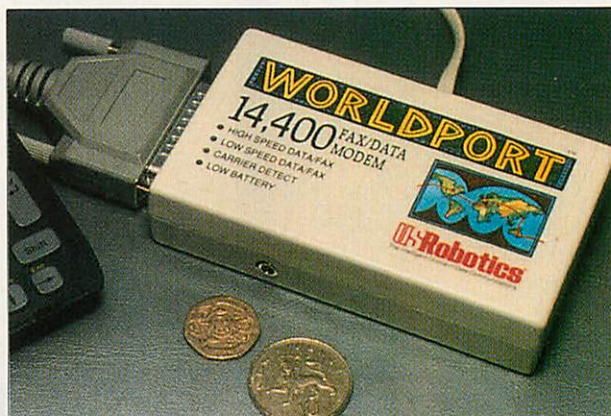
Tel: (0753) 811180

Price: £499 + VAT

Since its acquisition over a year ago by US Robotics, the WorldPort pocket modem range has been extensively revamped. Top of the range is the 14,400 Fax/Data model. It's no longer the smallest pocket modem around, but I don't know of many others which pack more punch into such a small box. It offers 14,400bps V32bis connections, V42bis smart data compression and fax.

It's sad that, especially for Archimedes users, US Robotics hasn't yet adopted the Class 2 fax standard. Until David Pilling brings out his Class 1 driver for *ArcFax*, you won't be able to use this WorldPort as a fax modem on an Archimedes.

A very compact 9V mains transformer is supplied as are a pair of 9V PP3 alkaline batteries. Each of the latter will last between 90 minutes and two hours; not much, so really only useful as an emergency backup. The third option is via pin nine



on the modem's 25-pin serial connector, though this won't work with the Archimedes' nine-pin serial port. Overall, a very desirable pocketful of modem power.

Likes: Compact but powerful

Dislikes: No Class 2 fax compatibility

TWINCOM 144DF**Twincom****Tel: (0101) 201 935 4699****Price: £250+VAT**

The Twincom 144DF is a popular, high specification fax and data modem imported by a variety of UK wholesalers from the US. However, it is not BABT-approved for the UK, but you get V32bis, V42bis, Class 1 and 2 Fax compatibility and a generous array of status LEDs on the front panel of a plain black slimline case.

This particular modem was the subject of considerable debate on bulletin boards when it was first introduced. The Twincom 144DF has attracted less negative attention though the general consensus is that it's best to have version 1.27 or later of the modem's firmware for trouble-free comms. This can be revealed by issuing the Hayes modem command AT13. Indeed, later versions of the Supra seem to be much improved as well. Of all the cheap non-approved imports, the Twincom is one of the better ones.



The Serial Port offers this modem in a bundle which includes *ARCterm 7*, *ArcFax* and an Archimedes modem lead for £350+VAT. For more details contact them on (0749) 670809.

Likes: Good specification, great value

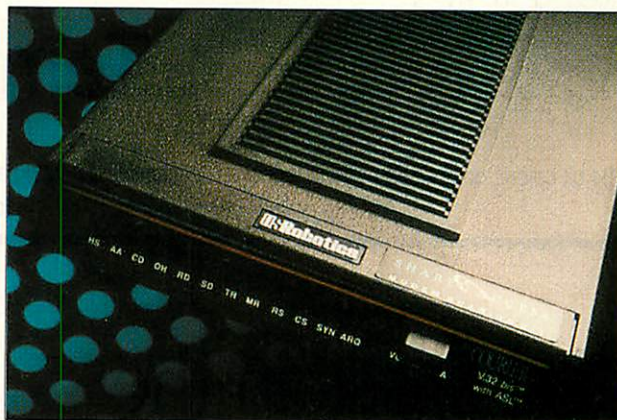
Dislikes: No BABT approval

COURIER V32BIS**US Robotics****Tel: (0753) 811180****Price: £595+VAT**

Steady development plus good marketing has endowed the Courier range with a great deal of respect. Although they aren't the cheapest, Couriers are one of the most popular modems among bulletin board operators.

For 1993 the Courier range has a more compact case and Class 1 Fax compatibility. Couriers are also future-proof, since it will also be possible to upgrade the latest versions to the Vfast standard when it becomes available later this year. Vfast doubles the speed of V32bis.

Some models in the Courier range retain the option of US Robotics' long-standing proprietary HST (High Speed Transfer) protocol. This endowed HST users with 9,600 and 14,400bps speeds before the respective 'official' V32 and V32bis protocols became available. HST has been further tweaked to 16,800bps, but this speed will only be available



when connected to another, similarly equipped, Courier. If the phone line isn't perfect, another proprietary feature called ASL enables a pair of Couriers to optimise their connection settings.

Likes: ASL, it's future-proof and dependable

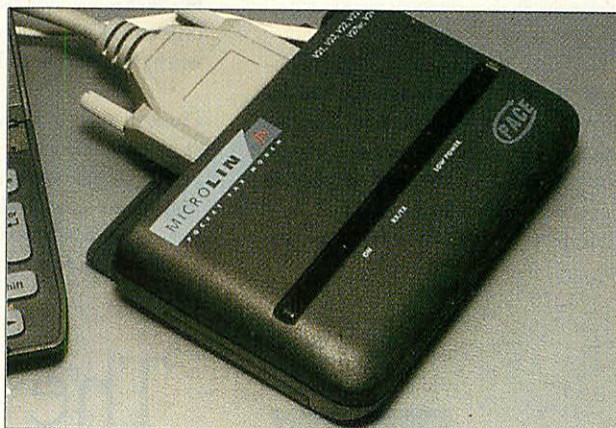
Dislikes: No Class 2 fax compatibility

MICROLIN FX**Pace****Tel: (0274) 532000****Price: £299+VAT**

The MicroLin FX is a gem of pocket modem from Pace. For a fully BABT-approved 2400bps modem it is set at a competitive price, many dealers advertising it for £199+VAT. David Pilling has bundled *ArcFax* and Beebug's *Hearsay 2* comms package with a MicroLin for £264+VAT. The Serial Port does a similar deal but swapping *Hearsay 2* for *ARCterm 7*.

Unusually, the MicroLin's specification includes the MNP level 10 protocol for optimised transmissions over poor quality phone lines; a worthy feature especially for those who travel a lot or use a cellular phone line. Once again, as with the WorldPort, the MicroLin can be switched on and off via the serial port to save its 9V PP3 battery power and a small 9V mains transformer is supplied.

Being a 2,400bps device, the MicroLin is the slowest of the modems we have looked at here by a wide margin, but you can



still expect compressed file transfer rates approaching 900cps, equivalent to around 53K a minute and 2,400 is a perfectly acceptable speed for viewdata and other services.

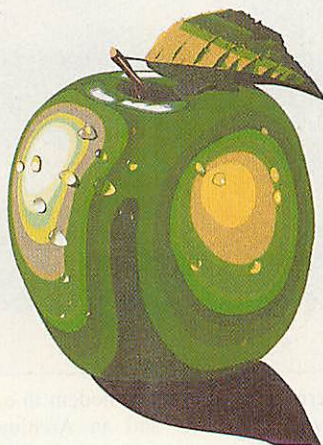
Likes: Nice design, MNP10 for bad lines, good value

Dislikes: Rather slow

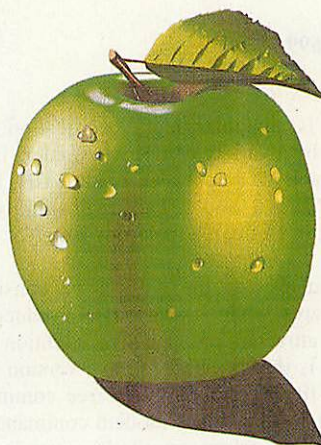
What can an Ace ProDriver do for me?

Standard Deskjet 500C Driver

Deskjet 500C ProDriver



Before



After

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Tel: 0274 620423
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Hard Discs in the Classroom

As the complexity of software applications increases, hard discs are becoming more and more essential to the business of delivering these applications quickly and easily.

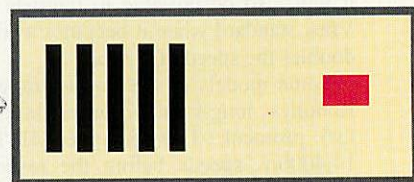
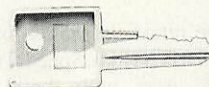
In the classroom, however, the contents of the hard disc are at the mercy of the users. Virus infections, accidental and even malicious deletions of important files are commonplace. Multiply these problems by the number of hard disc machines, and it all adds up to a big headache for the IT staff responsible for the upkeep of the computers.

Oak Solutions have the ideal answer to the problem - ClassRom. Launched originally for SCSI systems, ClassRom is now available for all Acorn ADFS hard discs (ST506 and IDE). It consists of a small circuit board which plugs into one of the computer's expansion slots.

ClassRom works by splitting the drive into two partitions, electronically locking the first partition so that it can only be altered by the system manager via password protected management software. ClassRom goes much further than simple protection however. If a network is present, the ClassRom management tool can automatically manage

and update all ClassRoms on the network, massively reducing the workload of the system manager. Applications can be remote started, and machines can be automatically reset and cleaned up at the start of each session.

ClassRom is available as a plug in card for A300/400 and 5000 series machines. It is also available as an option built into ClassNet ethernet interfaces for all Archimedes machines (except A4), and as a retro-fit to Oak Solutions SCSI hard discs. For machines without a hard disc, a SCSI ClassRom unit can be added including a hard disc.



ClassRom

The complete protection and management solution



Oak Solutions Ltd Suite 25 Robin Enterprise Centre
Leeds Road Idle West Riding of Yorkshire BD10 9TE
Tel: 0274 620423 Fax: 0274 620419

ClassRom for ADFS costs £50.00 + £3.00 p&p + VAT
Please enquire for bulk discounts and prices of
ClassRom upgrades to SCSI and ClassNet cards.

IN BRIEF

Kodak CD waits in the wings, ProArtisan 2 promises artistic splendour and Almanac, the first desktop filofax, aims to organise your life . . .

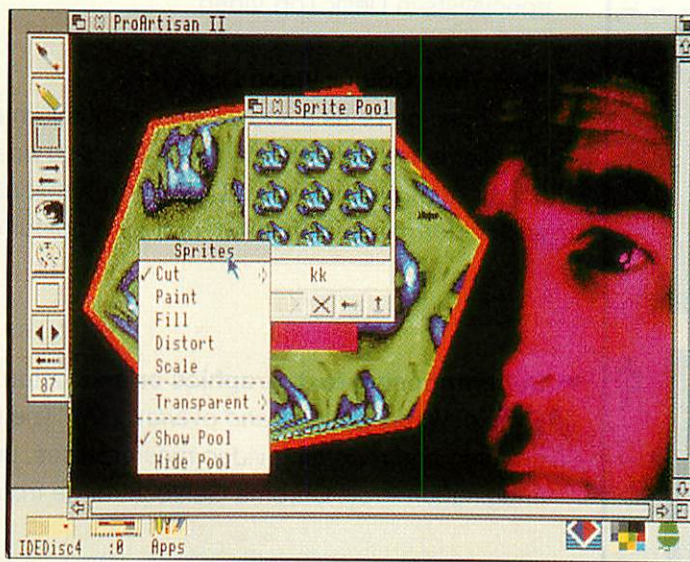
PROARTISAN 2

Clares Micro Supplies
Tel: (0606) 48511
About £135

ProArtisan 2 is a state-of-the-art package from Clares Micro Supplies. Don't be fooled by the 2: this is a brand new addition to the *Artisan* family.

The clear screen display is one of the outstanding design features, showing a configurable working space with nine control panels offering a wide range of painting, drawing and image processing possibilities. Selecting the first paintbrush icon and menu reveals 30 functions, including brushes, sprays, fills, crayons, patterns and blends.

Unique texture effects can be applied over images, creating canvas and even concrete screens. There is also a realistic inkpen for calligraphy. The Fill options are comprehensive, offering plain, circu-



ProArtisan 2: a brand new addition to the Artisan family

lar, angled and three-dimensional with interpolated blends. The Pencil icon contains standard geometric shapes with a special 'designer' polygon tool, a text dialogue box and that all-important Grid function, vis-

ibly displayed on the screen. Sprites can be cut, painted, filled, scaled, distorted and made transparent. Imported sprites can be easily be dropped into a sprite pool, flipped and reversed then tiled on the main screen, Draw files will

also be accepted. Where the software really excels is with the powerful Process control panel, where masks can be defined by colour or shape allowing work on selected areas of the screen. This can be used for the accurate cutting out of complex areas from digitised images, simplifying colour values for printmaking or just free abstract art exploration.

It is difficult to adequately describe in such a small space all the hidden depths of *ProArtisan 2*. Suffice it to say it, thankfully, appears to bridge the gap between advanced image processing and painting software. I found it intuitively easy to use, and enjoyed the powerful interactive features. Indeed it may be all you will ever need for your art and design requirements. The product is still being developed with a proposed release date for Spring/Summer 93.

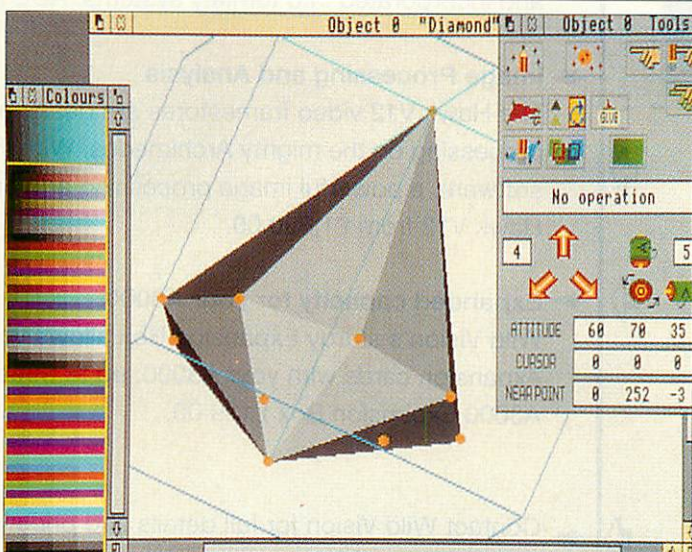
Pete Worrall

COGS

Producer: Android Systems
Tel: (0903) 756443
£70

Android's *COGS* (*Complex Object Generation System*) is a three-dimensional design and animation utility. The system has two main elements, an editor for drawing objects and a group of routines for manipulating them.

In the edit screen you can move around using a three-axis cursor and plot points within a wire frame cube showing the limits and the rotational attitude of your workspace. Once you've plotted a few points you can connect them to form flat triangles or 'trifaces' you can colour to taste and then glue together to make more complex objects. As you do this,



COGS brings 3D shapes within your grasp

you can rotate the whole frame of reference to look at your object from different angles and watch as individual trifaces change shade as they

rotate towards and away from you. If you have specific regular shapes in mind, there is also a menu option that generates these in one go.

When your object is complete, you can save it either in its 3-D form to be used in your programs or, in sprite form, as a two-dimensional projection to be incorporated into still work, art and DTP applications and so on. It is very easy to produce simple polyhedral shapes but I would be unsure about making more complicated designs. More help from the manual on this subject would be useful.

The second half of the package is a set of seven software interrupt calls for handling *COGS* image files and for displaying, rotating and translating images around the screen. Android says these are for manipulating objects within C and Basic but, since they are SWI calls, I don't see why you shouldn't make them from any language you choose.

Richard Garrett

DESKTOP VIDEO

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The Archimedes is the ideal vehicle for the measurement and analysis of analogue signals such as sound or ECG readings. Wild Vision's high speed 12-bit analogue to digital converters are used in medicine, research, defence, and incorporated into turnkey systems. ADC1208 from £560.00.

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The Hawk V12 video framestores are designed specifically for image processing on the mighty Archimedes. With Foster Findlay's Arclmage software, a powerful image processing and analysis system is created. Hawk V12 from £1,990.00.

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Wild Vision's sturdy Expansion Box allows you to use standard Archimedes expansion cards with your A3000; up to three cards may be fitted at once. A3000 Expansion Box £139.00.

Contact Wild Vision for full details and price information on the above hardware and recommended complementary software.

Wild Vision, 15 Witney Way, Boldon Business Park, Boldon Colliery, Tyne & Wear NE35 9PE, Tel: 091 519 1455, Fax: 091 519 1929
Prices exclude carriage and VAT



WILD VISION

TALKING PICTURES

Talking Pictures/The Spoken Word

Wyddfa Software
Tel: (0286) 870101
£20

Talking Pictures is an electronic colouring book with one major difference over the more conventional type: it speaks. The aim of the program is to encourage language development in very young children by helping them to identify both the colours and the names of everyday objects.

Using the mouse, the child can produce bright pictures by selecting colours and objects on an outline stencil. The program's response is inspiring to children; it recites the name of the chosen colour or object.

The program is fully Risc OS compliant and can run in either a scalable window or a fixed window which cannot be accidentally altered. Four stencils are provided on a second disc, each of which invites colouring. Clicking on a colour or object produces a clear, digitally recorded voice with well pronounced words. A rubber is provided although



Talking Pictures gives children a chance to prove their skills

this is really an 'undo' facility, as 'wrong' colours are removed by simply choosing a replacement colour for them.

A text box is available for the child to add a word or two or simply enter their name as proof of authorship. Completed pictures can be saved and printed by using *Paint*. A stencil maker program is also provided and, although creating a non-speaking stencil is quite straightforward, the addition of speech complicates things disproportionately, even

with a sound sampling system available.

Spoken Word takes the concept a step further by showing the colours together with their written names and the names of the objects in the stencil on a side panel. This time each object can be selected via its written name and coloured in or, if children find this jump too great, there is an option to revert to *Talking Pictures* mode. In addition to a text box, *The Spoken Word* offers a 'words window'

in which the words are presented as spoken, reinforcing the link between spoken and written words. All the other features of *Talking Pictures* are present in *The Spoken Word*.

Talking Pictures is immensely suited for preschool and reception children and those with special educational needs like ESL learners. It does its task well being virtually fool-proof; essential for the target audience. *The Spoken Word* will certainly help to deliver English ATs 1 & 2 (level 1) by encouraging understanding of the spoken word and stimulating interest in reading.

I found both these programs ideal media through which to introduce KS 1 children to Acorn A-series computers: each child can quickly create a finished piece of work, printed and mounted with the proud boast it was done with the computer.

Providing children possess the necessary motor skills to use a mouse they should have few problems adapting to these simple yet successful programs. A thoroughly recommended pair of programs.

Chris Drage

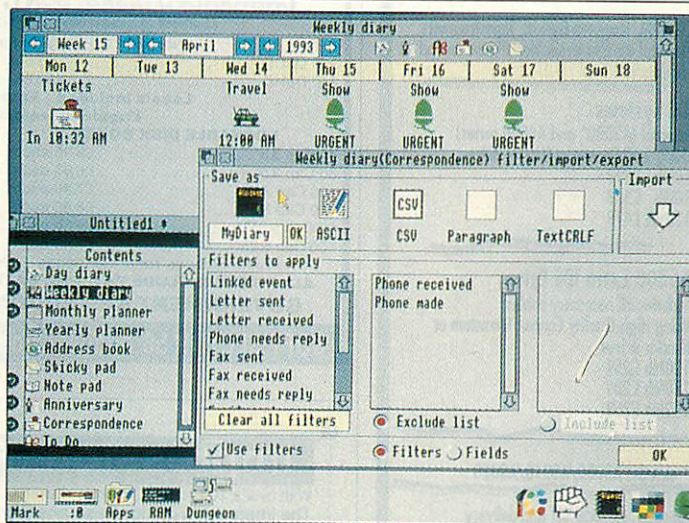
ALMANAC

Stallion Software
Tel: (0225) 483236
£60

You may well have seen computerised personal organisers on a PC, but *Almanac* from Stallion Software is the first Archimedes organiser to hit the streets. The concept is simple: *Almanac* simulates a personal organiser but, of course, has many advantages over the paper-based version.

Almanac even looks like an organiser; its main menu screen has ring binding down the side. This screen provides access to the main sections of the organiser: Diary, Address book, Sticky Pad, Note Pad and Correspondence.

Variations on each theme are available, such as daily, weekly or yearly diaries, anniversary lists, to-do lists and such like. These entries simply provide other ways of looking at the data, so the different diaries actually look at the same database.



Almanac helps you to organise that oh-so-busy life

The power of *Almanac* is in two main areas. The first is that any data in any section can be linked dynamically to any other section, so, for example, if you had a meeting with Sam Smith in your diary, you could link that entry to Sam Smith's address in the address book.

This is a major advantage of the electronic organiser: the

sections are mutually dependent, not physically unrelated. Links do not have to be within the organiser either; details of correspondence can also contain a filename, so the actual letter can be loaded from within *Almanac*.

The second powerful feature is in the use of filters. *Almanac* allows you to create as many entries in the main screen as

you like, so you can have any number of diaries (or address books, or whatever), all of which take their data from the same database, they just display it in a different way.

A filter is effectively a way of deciding which data entries should be shown in a section, so you can create your own tailored organiser. For example, you could create a section called *Acorn Letters* which would contain details of all your correspondence with Acorn.

The Sticky Pad displays the various links between data entries, and Sticky Pad entries can be set up to contain links to any part of the organiser, as well as any files or directories on disc. The Note Pad is exactly what is sounds like: it's for making notes.

Almanac is very easy to use, and is totally Risc OS compliant. It is exceptionally powerful, and I have the feeling that once you've bought it, you'll wonder how you ever managed without it.

Mark Moxon

HARDWARE AND SOFTWARE EXPANSION FOR ACORN COMPUTERS

DUAL RS423 SERIAL INTERFACE - two additional RS423 serial interfaces for communicating with RS423 or RS232 devices eg modems (in order to use bulletin boards), printers, plotters, instruments, etc. Up to four cards can be fitted in a computer.

IEEE488 INTERFACE - enables up to 14 test and measurement instruments, from well known manufacturers such as Hewlett-Packard, Fluke, Philips, Tektronix, etc. to be connected to the computer. For example, voltmeters, oscilloscopes, spectrum analysers, function generators, counters, logic analysers, programmable power supplies, plotters, printers, etc.

16 BIT PARALLEL I/O - provides two separate 16 bit input/output ports. Other facilities include four 16 bit counter/timers, two 8 bit shift registers and eight interrupt inputs. Applications range from measurement and control to high speed data input and output.

12 BIT ADC - provides eight single ended inputs each with an input voltage range of -5 to +5 Volts. Up to 166,000 samples per second can be taken.

STEBUS INTERFACE - overcomes the limitation of a maximum of four expansion cards in a computer by enabling the use of industry standard STEbus boards in an external input/output sub-system for measurement and control applications.

SCSI DEVICES - internal and external hard disc drives, magneto-optical removable disc drives, tape streamers etc.

FORTAN 77 COMPILER - completely compatible with the now discontinued Acornsoft compiler.

GINO-F 3D, GINOGRAPH, GINOSURF and HERSHEY+ - the FORTRAN subroutine graphics libraries.

Intelligent Interfaces are Bradley Associates distributor for GINO-F 3D, GINOGRAPH and GINOSURF for Acorn RISC OS-based computers.

TERMULATOR - enables a computer to emulate a terminal from the VT range (VT52, VT102 or VT220) or a Tektronix 4010 graphics terminal.

Termulator a trade mark of Acorn Computers Limited is applied to this product under licence from Acorn Computers Limited.

COMPLETE SYSTEMS - configured to customer's requirements by fitting RAM upgrades, hard discs, expansion cards, etc.

ADVICE - SUPPLY - SUPPORT - Intelligent Interfaces were established in 1981 and have enjoyed a long relationship with Acorn Computers. This places them in an ideal position to advise on, supply and support systems purchased from them.

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* includes A3000/A3010/A3020

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DEC DATA

Dep AU5, PO Box 97, Exeter, EX4 4YA Phone/Fax 0392 221702

KODAK CD

Kodak UK
£4.99 per disc
50p per image

Dig out those old negatives; photography has a new high-resolution role to play for Acorn computer users. In the not too distant future your favourite snapshots will become screenshots using the 'over the counter' service already established by Kodak.

In response to CD technology, Kodak has developed a process that will allow up to 130 photographic images to be transferred to one compact disc. All you have to do is provide the pictures and hey presto, one week later they are on a shiny CD disc.

There are approximately 20,000 outlets nationwide able to transfer your 35mm films to disc. You initially pay £4.99 for the disc with transferral costs of £12.99 for 24 or £16.99 for 36 prints, slides cost 60 pence per image.

Each time you take in the new images to put on to disc



Photo-CD offers high-quality graphics at a low price

denotes a session and transferring all the images in one session has its advantages, as it allows the maximum 130 images to be stored. If you store images in multi-sessions you can only place up to 100

images on disc. The total outlay is around £70 for a full disc and you also receive a conventional set of 6x4 prints for your money. Duplicate Photo-CDs can be pressed for £24.99.

The Catch-22 factor used to be investing £300 in a Kodak player to see the results, but a solution is on the way. Acorn intends to embrace this technology in a similar way to the Macintosh and PC markets. The solution will be in the form of a low-cost application, that lets you to read Photo-CD images from an ordinary CD-Rom drive. The software will also feature over 40 image manipulation options.

Cumana's current 500 series will be able to use Kodak CD discs when used in conjunction with the Acorn application. However, they will only be able to read the images saved in the first session, thus ruling out multi-session Photo-CD discs. However, the new 600 series, at £524+VAT, will read full multi-session images. The 400 series machine is not compatible with Photo-CD.

This emergent technology is set to break new ground in allowing you to plan and develop the image libraries of the future.

Pete Worrall

SERIAL PORT

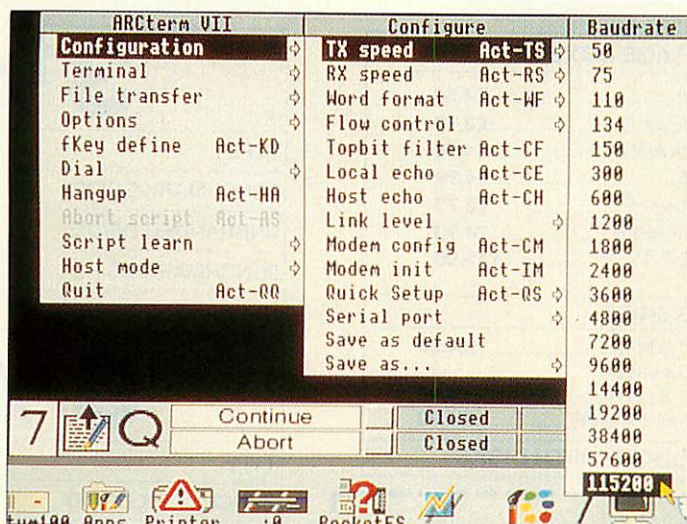
High Speed Dual Serial Port module

The Serial Port
Tel: (0749) 670058
£69

Archimedes users don't get the best of deals when it comes to interfacing their computers with the outside world. You only get the one port, it has a limited top speed and can be prone to errors at high speeds. On top of that, Arc serial cables require non-standard wiring connections.

The new High Speed Dual Serial Port (HSDSP) module from, er, The Serial Port, promises to solve all the above problems. For £69 you get a card containing a pair of serial ports that can both operate at up to 115.2Kbps, six times faster than the fastest Risc OS supported speed (19.2K bps).

Although ordinary modems still operate at just 1,200 or 2,400bps, faster 9,600bps and 14.4Kbps modems are now more affordable. With online data compression systems like MNP5 or V42bis, these modems require faster serial



ArcTerm 7 is one of the packages that can now take advantage of the HSDSP

rates than 19.2Kbps for optimum performance. 14.4K modems are much happier at 38.4K serial rates, and some higher performance modems advise a serial connection of 57.6Kbps.

Even at its comparatively modest top operating speeds of 9,600bps or 19.2Kbps, the Arc's standard serial port can be unreliable if Risc OS 3 is combined with processor-interrupt sapping loads like high-resolution screen modes

and intensive disc operations. The HSDSP minimises these problems; the 16552 serial processor chip used has a small, but effective, buffer to avoid losing characters.

The specification sounds promising, but how well does it work? The early production review sample refused to work on my upgraded A420/1. The same card operated perfectly on an A5000. The Serial Port's Hugo Fiennes tests all cards before they are shipped, but it

seems a minor hardware bug prevents the card from working with some machines. At the time of writing the bug was confidently expected to be squashed soon. The card was also too short to comfortably fit on the podule backplane and this will also be rectified.

The Serial Port's ARCTerm 7 comms application has been modified to support the extra speed and ports provided. Other comms applications like Beebug's Hearsay 2 and the Internet KA9Q package have also been updated.

Atomwide is writing RISCiX and RemoteFS drivers too. Full technical documentation is available, and an optional driver enabling PC serial cables to be connected without Arc wiring modifications is also provided.

Assuming the early hardware teething problems are fixed, I congratulate The Serial Port for remedying one of the Arc's longstanding deficiencies. The HSDSP will be a boon to anyone who has more than one use for the serial port or who requires reliable high speed connectivity.

Ian Burley

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SPRING SHOW BONANZA

There's nothing to lose and everything to win at the BBC Acorn User Spring show

Visit the BBC Acorn User Show in Harrogate this Spring, and you could win yourself a pirate's chest full of goodies. We have a prize to gladden the hearts of all including an Acorn Pocket Book computer. Every visitor to the show will have the chance to enter the Treasure Trail, sponsored by *Acorn User* magazine and TDK. The prizes will be sent to one lucky winner just after the show; over £1000 worth. So what's up for grabs?

First of all, the Acorn Pocket Book: a handy pocket-sized minimicro. And for your main computer, you can use Stallion's new *Almanac* software. This handy, desktop organiser could help you change your life.

If you are into music and sounds, Oak Solutions has provided the Oak Recorder, so you can sample sound direct on to your computer using a microphone which simply plugs into your Archimedes printer port. EMR's *Rhythmbox 2*, the drum roll editor, is sure to add to the impact.

Midnight Graphics Express is the easy to use, but powerful, graphic package for designers of all ages from Dabhand Computing. In the entertainment stakes, Krisalis has added *Sim City* and *Battle Chess* to the pack, and 4Mation has offered a copy of *Noot*, the animation package.

The printed word is well catered for in our Treasure Trove with *EasiWriter*, donated by Icon Technology, an very stylish word processor. Quill Marketing has offered a pack of refill ink for the winner's deskjet or bubblejet printer; whichever you've got. To help make your fingers fly over the keys even faster, Iota's *TouchType* programme (with wads of features) is included too. And Computer Concepts has included a copy



Acorn's Pocket Book is just one of the valuable prizes in the treasure chest

of one of its most popular packages; *Junior Impression*. And to get the languages really rolling, Minerva are offering their new *Linkword* package, the language course for German, French and Italian.

To get you on the right tracks, Risc Developments is giving a copy of *Masterfile 3*, the multitasking database. Apricote's small business accounting application, *Prophet*, is also in the chest.

For younger users, Sherston Software has given us a set of their acclaimed *Naughty Stories*; these talking books use recorded human speech to help younger children to recognise and read words.

Infant Windows, from Porters Primary Software, introduces young children to word processing, drawing and painting and page composition.

The Spoken Word from Wyddfa Software, will delight children who are learning to read. And one that is sure to be a great success is a video of *Noddy and the Naughty Tail* to remind everyone that Jumping Bean's software package *Noddy's Playtime* will be available very, very soon.

HCCS will be giving one of its Ultimate Multipodules, to fit the winner's computer. This

could be the start of your expansion system. And just in case you feel that the chest isn't full enough yet, DD International has donated a goodie pack which includes, a joystick, a Carousel Screen Sequencer, mini speakers, *Nosher* and much more. And last, but not of course least: you can have a year's free subscription to *BBC Acorn User*, your favourite magazine.

Quite a chestful, so a big thank you to all the exhibitors who have donated prizes. There will be a lot more in the chest by the time you get to the show, so come along to the *Acorn User* stand to check it out for yourselves.

THE RULES

The Treasure Trail Competition could not be more simple to enter. All you have to do is pick up your Treasure Trail map on your way into the show and look out for the letters shown on doubloons on some of the stands.

Note them down and at the end of the show try and compile an appropriate phrase made up of the letters. Hand in your entry to the *BBC Acorn User* stand and we will give you a free TDK disc just for taking part.

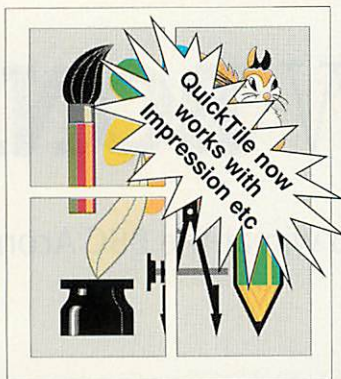
SHOW UPDATE

Several new companies have booked into the show since our special show guide last issue, so here is a more complete list of exhibitors:

Acorn Computers	35/37
BBC Acorn User Centre	
Ian Copestake	1
RISC Developments	3
Icon Technology	5
Iota Software	5
Minerva Software	7
Software 42	9
Acorn Computing	11
Wild Vision	12
Arm Club	19
Krisalis Software	23/25
Simtec Electronics	27
Vertical Twist/ Leading Edge	29
Archimedes World	31
Computer Concepts	33/39
HCCS Associates	41
SJ Research	43/99
Longman Logotron	45
Dabhand Computing	47
The Fourth Dimension	49
IFEL	51
Stallion Software	53
Digital Services	55
Colton Software	57
Cambridge International Software	59
Irlam Instruments	61
Uniqueway	61
DD International	63
Lindis International	65
Jumping Bean	67
Apricote Studios	69
Porters Primary Software	70
Oregan Software Developments	71/73
Sherston Software	75
Morley Electronics	77
PRES	78
Intregrex Systems	79/81
Oak Solutions	83
Avatar/Silicon Village	89
Norwich Computer Services	91
Electromusic Research	92
Quill Marketing	93
TBA Software	95
ArVis Multimedia	97
Micro-Aid	105
Wyddfa Software	107

QuickTile

Up until now it has only been possible to print posters from Draw and Sprite files. Now with QuickTile you can create posters from ANY RISCOS application. The user simply enters the size of the source document, select the required poster size and then PRINT directly from the application! QuickTile does the rest, printing each tile with crop marks and tile references.



£25+VAT

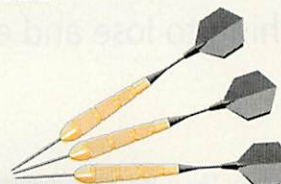
TopicArt

A new form of clip art comprising of single discs containing approximately 50 hand drawn high quality draw format clip art images, each on a single subject. Site and area licences are available, please ring for details.



TopicArt9 - Dinosaurs

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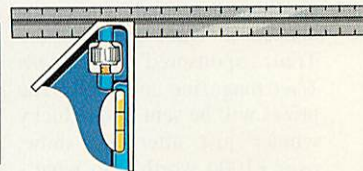
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The above finance is available to anybody over the age of 18, subject to status. Payment Protection is available on application. Special offers do not apply to purchases on finance.

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Canon BJ-300 ASF	£99
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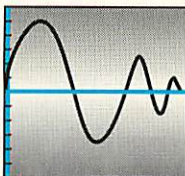
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sequences of frames containing text of any colour with drop shadows, outline shadows and rubout boxes using the RISCOS fonts. Sprites can also be included in frames and positioned and resized as necessary. Several screens can be linked together with the sequence which allows you to fade each screen out and in with the many fades provided. Completed sequences can be converted into stand alone applications which when run, shows the sequence without using QuickShow. 2Mb RAM required and hard disc is recommended.

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The following are complete HardDisc Systems comprising of IDE disc controller, HardDisc, mounting brackets, cables, utilities disc and manual.

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Archimedes Internal hard discs.	
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40Mb 17ms	£199
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200Mb 13ms Cache	£399
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A5000 Exchange Drives

These systems are only available for the A5000 only.

120Mb 16ms Cache	£200
200Mb 13ms Cache	£300

A3000/Archi External

40Mb 17ms	£279
120Mb 16ms Cache	£379
200Mb 13ms Cache	£479
330Mb 12ms Cache	£779
520Mb 12ms Cache	£979

A3000 Hard Cards

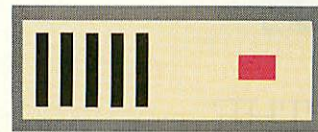
20Mb Internal+User Port	£189
30Mb Internal+User Port	£189
60Mb External+User Port	£329

A3010 Hard Cards

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---------------	------

A3010 Ultimate Multi-Podule HD

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SCSI

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Archimedes Internal

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520Mb 12ms Cache	£999

A3000/A300/A400 External

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44Mb (Inc one cartridge)	£499
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88Mb Cartridge	£99

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The above must be used with an Acorn compatible SCSI card. Reads 720k & 1.44Mb DOS format floppy discs.

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Comprises CD-ROM drive, SCSI card, stereo speakers, 6 RISCOS CD-ROM titles, The Hutchinson Encyclopedia, Dictionary of the Living World, Revelation 2, The Illustrated Holy Bible, The Illustrated Works of Shakespeare, Sherlock Holmes on a Disc, ICDPlayer, 3 caddies, etc.

Cumana World of CD-ROM Multimedia Pack (Ring for details) £579

Cumana CD-ROM Software Pack £299

As above without CD-ROM Drive and SCSI card

Cumana CD-ROM Drive without SCSI Card (Sony Device) £429

Cumana CD-ROM Drive with SCSI Card (Sony Device) £549

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Arc DFS (Dabs)	£22
ArcComm2 (Logotron)	£52
ArcLight (Ace)	£40
ArcTerm 7 (Serial Port)	£62
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Artist (4D)	£20
Armadeus (Clares)	£59
Artisan 2 (Clares)	£43
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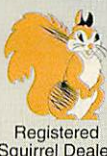
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THE

EXTERMINATOR

They're back! BBC TV's Peter Clements uses his A5000 to recreate that lovable race of supreme beings, the Daleks

The Dalek is a uniquely threatening image, well known to *Doctor Who* fans throughout the world, who will usually remember hiding themselves behind the sofa as children. As such it presents a great demonstration of the design prowess of an Acorn machine.

I have always been fascinated by model making. Whether for a visual TV effect or a model railway, the art of miniaturising or enlarging an object, precisely to scale, is one that demands a skilled eye and a good deal of patience. Armed with a number of Clares' packages, I undertook to create a complete moving, speaking Dalek, based on the original design. Subscribers can see the final version of the Dalek on their monthly disc, and this is how it was done . .

DALEK DESIGN

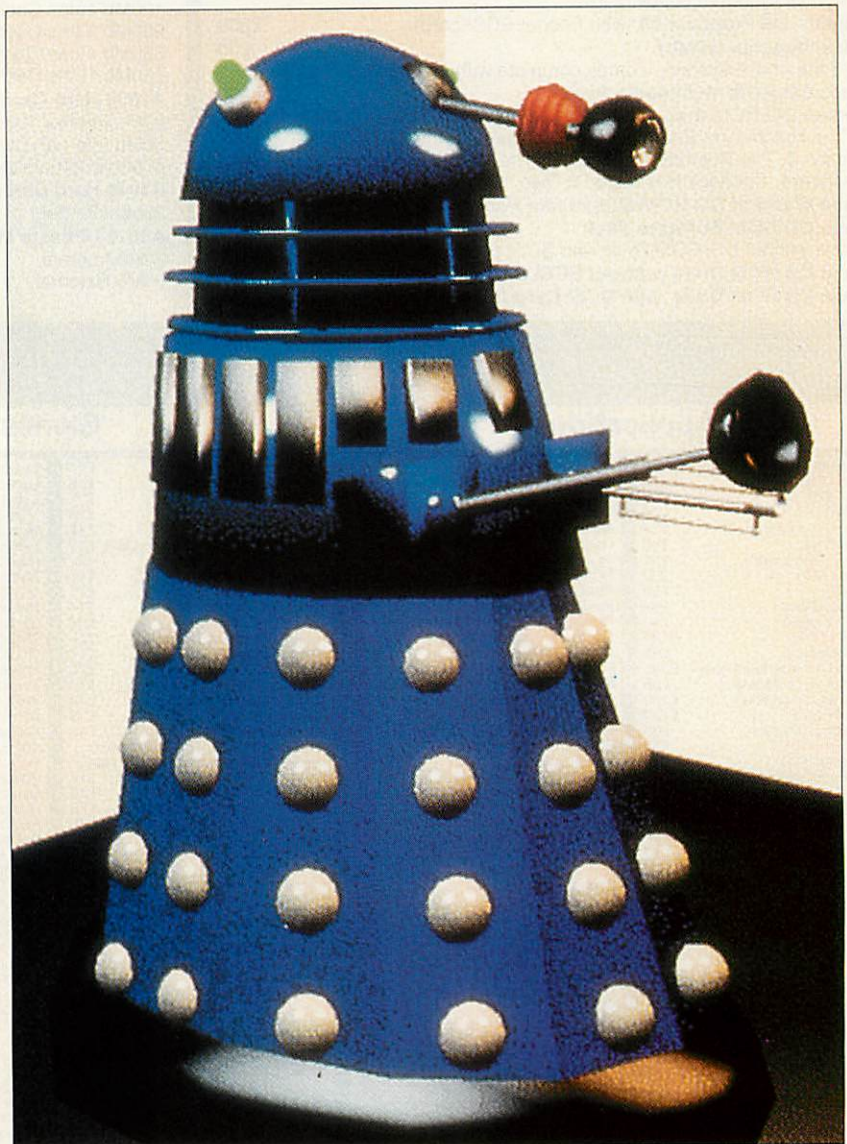
Several versions of the Dalek have appeared, but for this walk-through I chose the MkI version. This had a rounder, flatter head, with smaller lights than its big-screen successors and used the famous sink plunger arm. And yes – it really was a sink plunger, although it was later replaced with a gripping hand at the end of the prod rod.

My reference source for the Dalek design was a *Radio Times* feature 15 years ago. As part of a *Doctor Who* special, it pictured a set of plans to build a full-size version, including the internal construction. However, for your own designs, any detailed reference photo will do.

I cannot over-emphasise the importance of scale. My computer model is comprised of lots of different geometric shapes which, at the end of the design period, should add up to one recognisable object . . . the Dalek.

How you perceive that end view is entirely up to you. If it doesn't look quite right, then some detail is obviously wrong. Maybe the lights on the head are too small, maybe the eye is too large or maybe the lower body isn't the correct shape. What I am trying to stress here, is that the whole designing process of any scene is the most important and time-consuming part.

The Dalek was very hard and at times awkward to visualise and it was certainly something that I would not embark upon unless I was completely *au fait* with the software. When I was first started to use *Illusionist*, the scenes I created were very simple, with few objects. As I progressed, I added more and more objects and arrived at some very complex scenes. When these were rendered, they looked so impressive



Looks like time to start running up and down lots of plywood corridors . . .

that even my lips were left in the shape of a 'wow'.

THE TOOLS

The Dalek was created using a variety of software packages from Clares Micro Supplies: *Illusionist*, *Pro-Artisan*, *Armadeus* with a sampler board, *Animator* from *Render Bender* and the *Sequencer* from *Titler*.

Illusionist is a 3D design program that lets the

user create objects from geometric shapes, assign textures or maps such as wood or marble to these objects and apply surface colours and finishes such as gloss, metal or plastic.

Single objects or room scenes can be created and the user can even have control over lighting conditions. You can go on to specify such things as the type of light, its colour, or the spread of the beam.

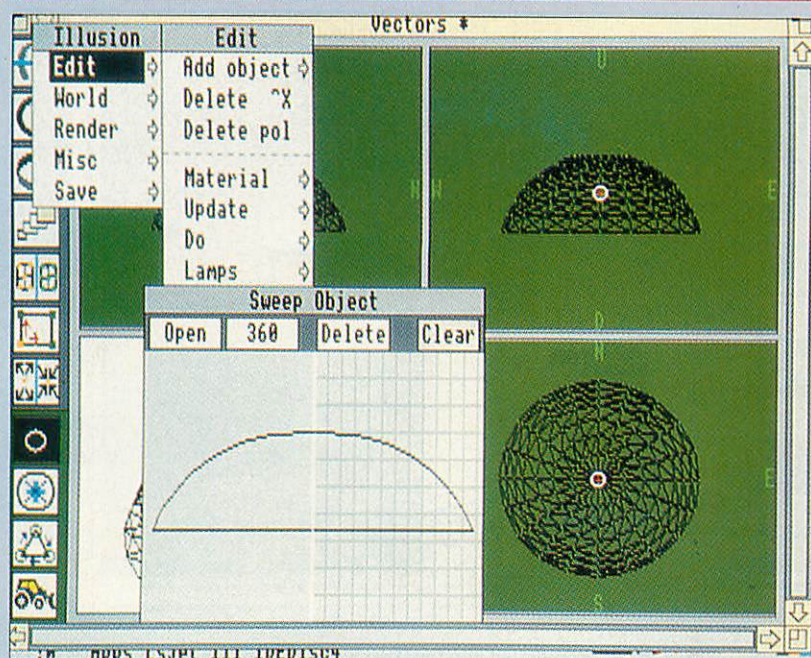
THE FINAL CUT

The complete design process is explained in the boxes and I found the software extremely easy to use. When it came to putting all the images together, I used *Pro-Artisan* to cut frames two to ten as sprites and pasted these smaller pictures back on to the first one, saving each in turn as a full screen picture. These were then loaded into *Animator* and compiled into a stand-alone application. When the head reaches its greatest degree of movement it loops back and follows its original path back to frame one. When set running the head repeats this action and can be either run normally, speeded up or slowed down until it stops.

Sound was added at the end. I wanted my Dalek to say something a little bit different from the usual 'Exterminate, Exterminate!' For this reason I wanted a piece of speech that would make the Dalek sound as though they meant business. I bought a *Doctor Who* video and went through it until I found the passage I was after. This was transferred on to cassette tape and then into the line-in socket on the back of the *Armada* sound sampler board. I had captured about 20 seconds of sound and only needed to clean up and edit the sample at either end of the chosen section.

The result is about 14 seconds of speech. As with the animation, this was set to loop repeatedly. There was nothing further to do by way of enhancement of the speech, as the software had accomplished that for me. I was then ready to combine the two component parts, animation and sound, into one stand-alone application.

GETTING AHEAD



I started with the Dalek's head first. This was made up from a Sweep object, as indeed were a lot of the parts. A Sweep object can be designed by the user simply by drawing the right half of a slice of the shape in an editing window, and the computer mirrors the left half as you draw.

If you understand how this process works, then you can create circular shapes that are quite complex in their construction and offer more scope than the other standard geometric shapes that *Illusionist* provides.

An object can be assigned a number of sides, which, in effect, controls the degree of smoothness a circular shape has. The number of sides is normally set to ten, as can be seen on the sink plunger arm, but was changed to 20 for the head, the lights and the hemispheres on the body.

Doubling the number of sides also has the effect of doubling the information for that object when saved to disc, so use this function with caution, as it is all too easy to run up very large files. Although these might just squeeze on to a disc, they might not be rendered at all if there is not enough memory in the computer.

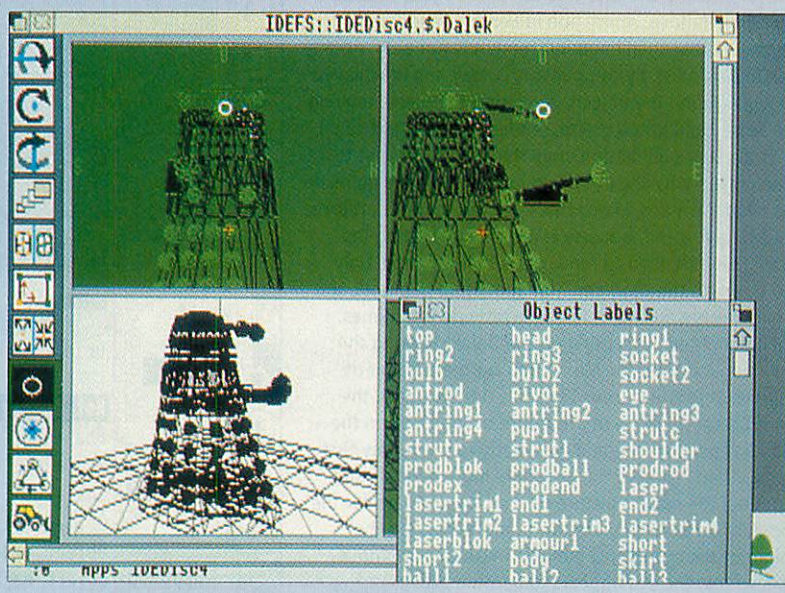
At least the Dalek's head showed a lot of regularity. I was later to face the construction of the lower body, a bizarre 11-sided polyhedron (see next page).

THE JOINING OF PARTS

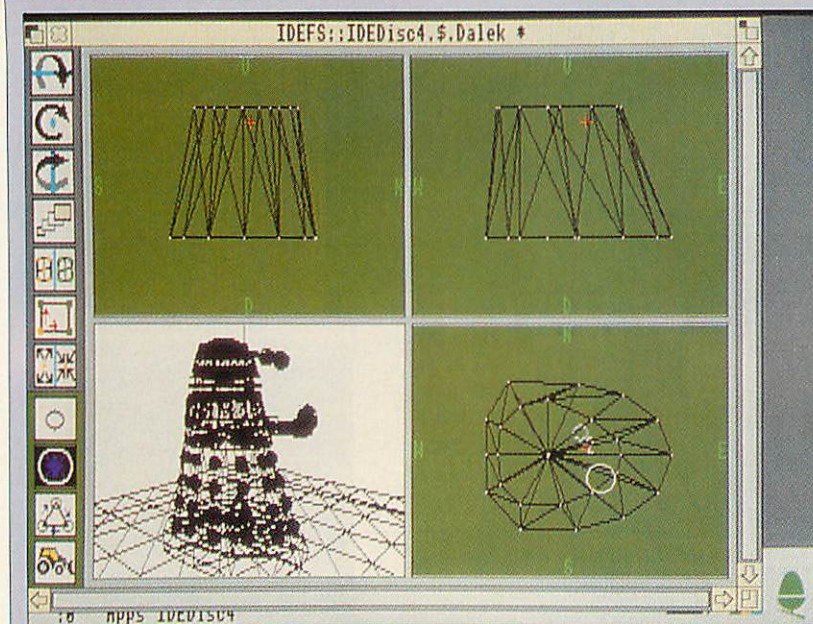
The method I used was quite simple: each component part was designed in turn and placed in the editing window. There are three of these showing the front, side and top view.

Objects can be scaled and rotated in each of the elevations or profile panes and the observer and target positions set. Clicking on the white window draws a wire frame image as seen from the observer position. This is what your finished view will look like. When moving an object or group of objects to a new position, clicking with Select in the label window will cause the intersecting points of each object to be highlighted in white, making it easy to see which objects are active. It is very important to be sure that you only move the parts you intend to, as it can sometimes be very time-consuming to put back something that has been dragged by mistake into its original position.

When creating an object in *Illusionist*, always give each object a name. Each component part that makes up the object then becomes a lot easier to access. Simply click Select on the object name to change the colour of the object or to move it to a different location.



BODY TALK



The most unusual shape incorporated into the Dalek's design is the lower body. This is an 11-sided object and I designed it as a Sweep with vertical sides. It was only after it had been placed in the scene that I was able to select single points from the base of the body and drag them one at a time to create the more familiar shape of the lower section. I used the technique of placing four spheres were in a line, then grouping and copying them so that each line of four became a new object.

By careful adjustment in each of the profile panes I was able to angle each group of spheres more or less precisely. At this point, I had to cheat; my particular disc file was at this time becoming quite large so, to cut back on memory, I only placed the spheres that would be visible from the observer's position into the scene. What you have is a sort of film-set Dalek; but it doesn't show.

It is very much up to the individual as to the colour of their Dalek. I have opted for blue, but a gloss black with metallic gold trim is particularly attractive, and also implies an individual higher in the Dalek hierarchy. If you're not sure, here's a tip. First render the scene in mode 13 without using anti-aliasing. This gives a very coarse picture in only a short time, but you can at least tell if the colour of your model is to your liking before deciding which parts of the picture you are going to animate.

Combining sound and vision is probably the easiest task of the entire project. This was done in the *Sequencer* section of the *Titler* package and in fact most of Clares' demos use the same approach.

When *Sequencer* has loaded and shows on the icon bar at the bottom of the desktop, clicking upon it will cause a window to open. All that needs to be done is to firstly drag your saved sample to the window and then your animation and the software does the rest. You can adjust parameters to control how fast or slowly the animation runs. The combined sound and animation can then be saved back to disc as a single application.

The finished Dalek animation with its sampled sound is rather large and requires a two megabytes in order to run. Of course, most people do not have access to this many products but the animation (without the sound) can be created using just the central design package, *Illusionist*, and *Animator* on its own to animate the creation.

The final Dalek can be seen on the monthly disc but I wonder what Terry Nation, the original creator of the Daleks, would have done if he had had access to a modern Acorn machine and a good selection of graphics software.

Peter Clements is a senior photography technician for BBC Television, and has designed imagery for programmes including The Software Show and Science Challenge

PRODUCT DETAILS

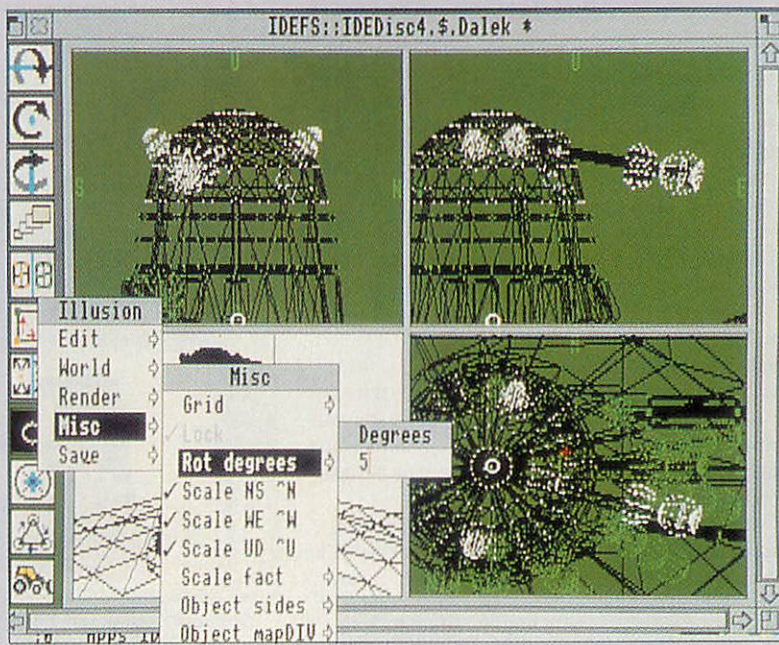
Illusionist: £85.06
Pro-Artisan: £89.36 plus VAT
Armadeus sequencer: £174.47
Titler: £127.62
Render Bender (including Animator): £85.06
Animator: £21.23
Available from Clares on (0606) 48511

MOVING PARTS

This is where the hard part, designing and construction, is at an end and the easy and fun part begins; making your model move. Animation in *Render Bender* using anything other than linear movement is not easy. Animation in *Illusionist*, by comparison, is easy and is achieved by highlighting the objects, rendering the scene, moving the same highlighted group, rendering again and so on.

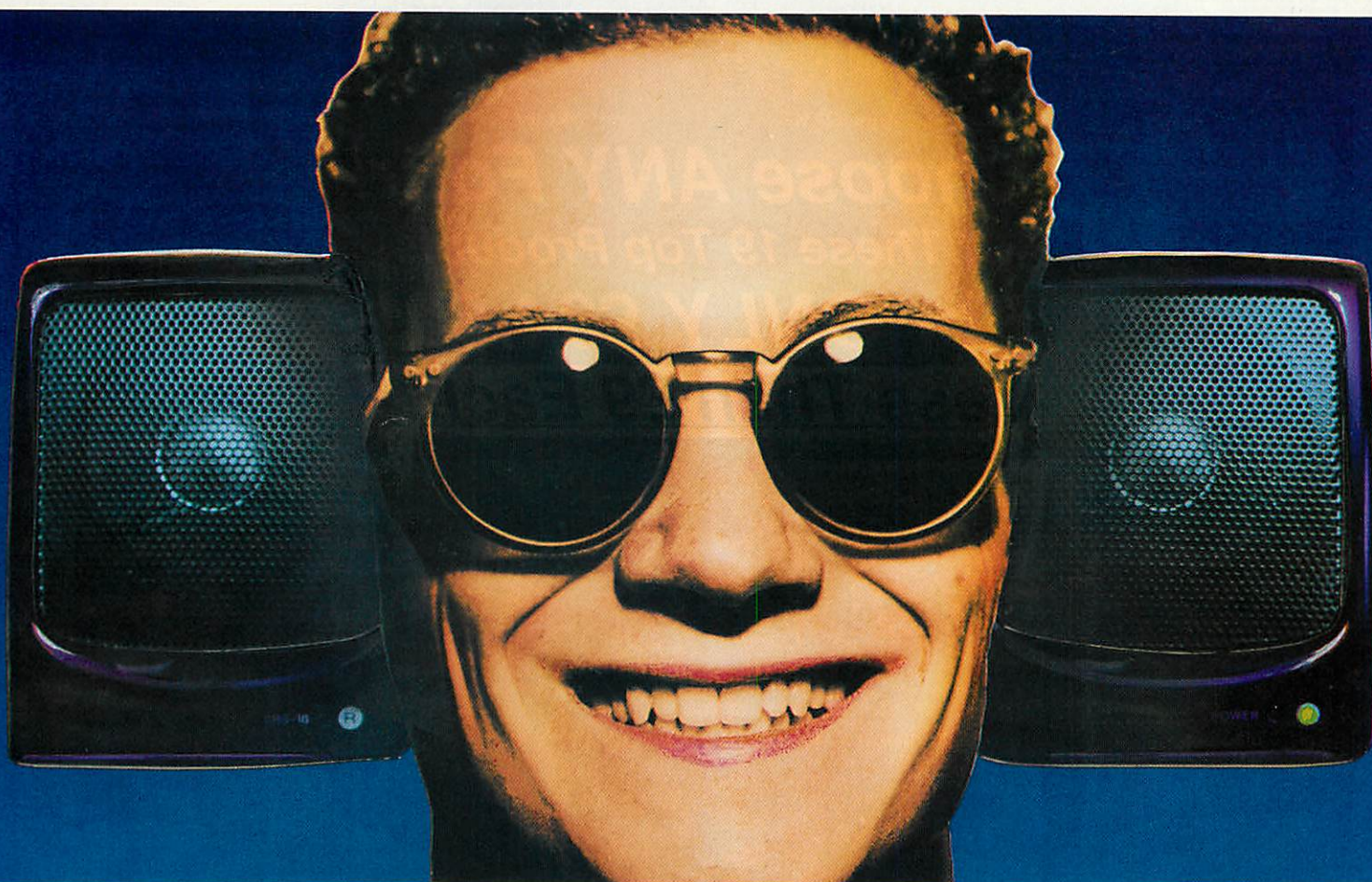
In the Dalek animation, only the head turns, but there is no reason why the eye could not move or the lights on the head flash and so on. There are ten frames in total in my animation and, because I was only animating the head, I did not need to render a complete frame, only just down to the shoulder. This speeds up the work and it only takes a couple of hours to provide ten frames.

I highlighted everything on the Dalek down to the shoulder and from the Misc menu set the number of degrees of rotation from 15 to five. I then placed the Plant Cursor precisely in the centre of the head on the top view profile pane and was ready to render my first frame. Then I rotated the head five more degrees and rendered the second picture but just down to below the shoulder level. At the seventh frame, I changed the colour of the eye from a metallic finish to a luminous one, so that the eye appears to become active.



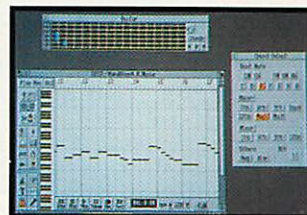
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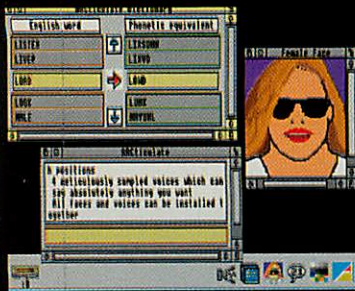
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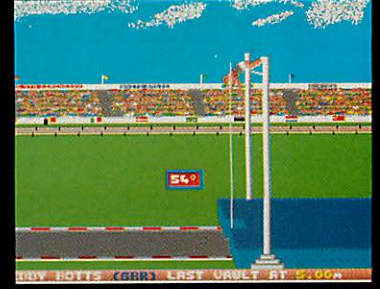
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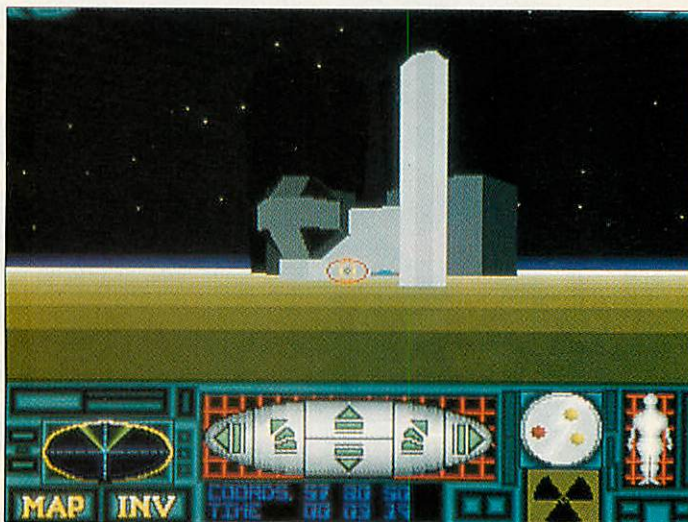
GAME SHOW

It may seem an unusual time of the year to have an *Acorn User* show (Spring) and an unusual place to hold it (Harrogate); but, as long as the latest games are there, this columnist is happy.

Krisalis Software is on stand 23/25 with its full range of products, including the eagerly awaited *Sim City*, reviewed this month. Although *Sim City* has been available on the BBC Micro for two and a half years, it is only now we see it migrating to the 32-bit world.

Also on the stand will be Krisalis' conversion of *Battle Chess*, the hugely popular 'violent' chess game where instead of just taking the pieces from your opponent, you positively pulverise them. Turn to this month's Game Show competition to win yourself a copy.

On Stand 49 The Fourth Dimension will be releasing its latest game, *Dungeon*, a 3D Gauntlet-style arcade adven-



Ixion pops up again

ture. *Dungeon* can be played by up to four players who each have their own energy level and different battle strategies. Armed with medieval-style weapons and the odd magic potion you move through the dungeon fighting huge green spiders and skeletons.

CIS, on stand 59, will be showing the latest stream of games like *Killer Bugs*, *Serpents*, *Humanoids*, *Robotix* and no doubt several others.

It's good to see new games houses booked up for the event, especially promising ones like Software 42, which

last year released one of the best games in the 32-bit world, *Ixion*. The company will be releasing three new games at the show. *Cycloids* and *Fred* have been mentioned before as, respectively, a whacky, red-nose, unicycle platform game and a tricky puzzle game with lasers and mirrors. The company is offering a special reduction to people who buy both at the same time. The third game is *Raw Power*, a beat-em-up martial arts game.

Last but not least, TBA Software is the latest addition to the Acorn games world, and it brought with it the mildly disappointing debut release, *Dragonball* (reviewed last month). At the show, on stand 95, TBA will be launching a horizontal shoot-em-up called *Axis* and a zany yoyo game called *Psychic Yoyo*.

All this and more will be available for you to try out at the show next week.

Sam Greenhill

CONSOLE FEVER

In a high-class Las Vegas hotel recently, a new machine was unveiled to the US market that promises to knock the socks off any games computer currently in existence. It was billed as the dawning of a new games era and the 1,000 or so journalists gathered at the launch didn't beg to differ.

The machine is called 3DO and, although it won't be available in Europe for a few months, it is based on 32-bit Risc technology.

The 3DO Interactive Multiplayer can animate 64 million pixels on the screen every second and has a palette of literally millions of colours. The Risc processor at the centre of the machine is complemented by a custom graphics and sound chip, making it the fastest consumer games com-

puter in the world. With power like that, we're talking about games whose appearance will be 'near-television quality'.

The Risc technology leaves existing CD-based machines on the starting blocks. CD-i, CDTV, Mega CD; these will all mean nothing because it will all be in the 3DO machine. The new console, which will sell for about £300, can already play music CDs and, as soon as the movie industry settles on a few standards, there will be CD movies available too.

There are two particularly interesting things about 3DO. Firstly, the console has attracted a lot of attention from Hollywood. Companies such as Warner Brothers, Universal and Paramount have suddenly twigged that they can use the sophisticated techniques of the movie busi-



The 3DO console promises to revolutionise computer entertainment

ness to produce top quality games based on films.

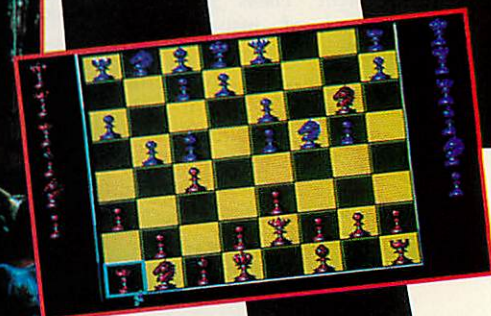
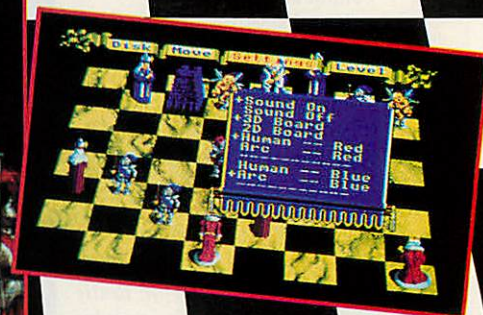
Better still, if games are becoming more and more like films, why not produce films that become more and more like games? In other words, interactive cinema. The next Steven Spielberg film, *Jurassic Park*, will be launched in the summer and followed soon after by an interactive movie version with live actors and clips from the film.

Perhaps the most significant thing for Acorn users is that many of the world's finest games programmers will want to start learning how to program for this blockbuster, mass-market console.

They'll be doing this by using Acorn machines, very probably, and are bound to produce some top notch entertainment software for the Acorn market.

Maurice Truman

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SIM CITY

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It is a well known fact that politicians are conniving, callous schemers who are only ever nice to registered voters and their gruesome babies. But this portrayal is less than fair when that politician turns out to be none other than the mayor of Samville.

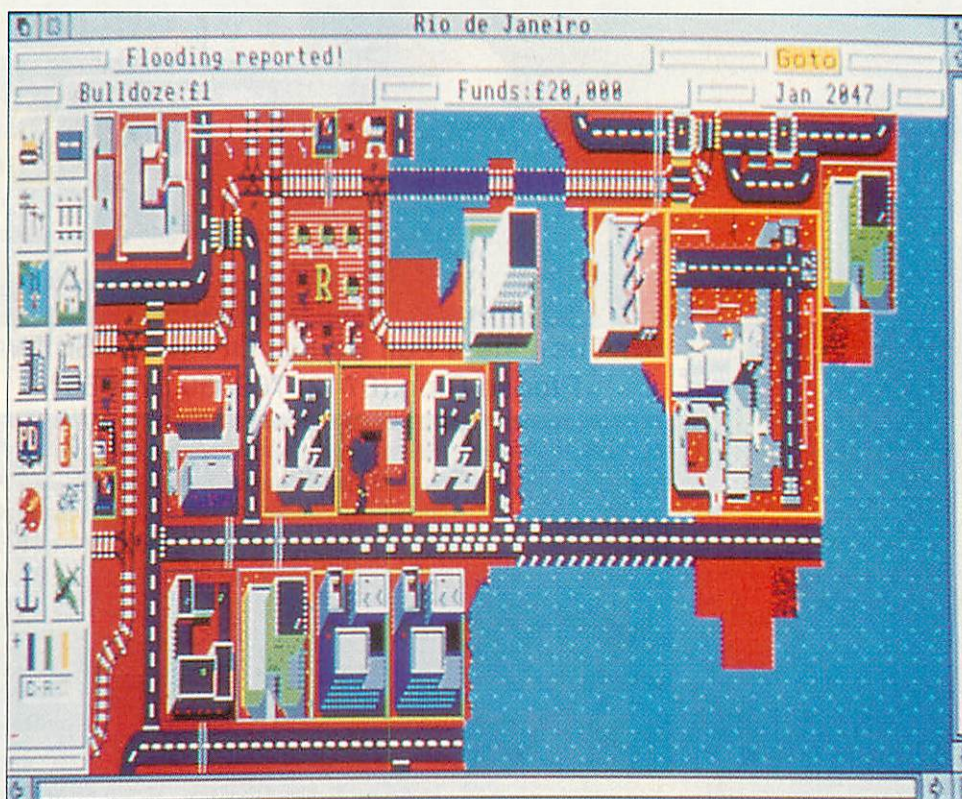
This phenomenally patient mayor has to put up with obnoxious and unreasonable voters on a daily basis who clearly have no capacity for logical thought and apparently don't appreciate his great skill at running a city. But running it into what?

That's the situation you find yourself in when you play *Sim City*, the latest blockbuster game from Krisalis. You have the power to design a city using roads, railways, factories, offices, houses, police stations, power plants, power cables, airports, sea ports; you name it. The city is continually judged for 'success' by a set of complex formulae that were devised for the game by the careful study of real cities and the behaviour of the citizens.

Being the mayor of Samville is a slimy job, but somebody's got to do it. Despite a population of over 70,000, Samville is a friendly place with an enviously low crime rate.

As he watched Samville grow, the mayor was proud to open many new facilities. A sea port sprang up, doing wonders for the export potential of Samville's industrial sectors, and the city was so overwhelmed with joy when the Samville International airport was first opened that it managed to overlook the air-crash that took the lives of several hundred registered voters. This, of course, was quickly forgotten once the flooding began and even that was regarded as trivial compared with the earthquake the following week.

Samville's citizens mourned at their losses but



Sim City: you can fool some of the voters some of the time, but...

were soon welcoming the arrival of a nice big nuclear power station which the mayor – from his bunker – gave his fullest assurances was perfectly safe.

The residents of Samville love their mayor and he loves them. Without his astute qualities of management the city would be in turmoil, plagued by crime and fire, depressed by unemployment and soaring house prices, clogged with traffic congestion and disease spread by slum housing conditions.

So why, in this eventually sad story, did the residents all pack up and leave? Because absolute power corrupts absolutely and the mayor became too greedy with his taxes. Samville was soon a ghost town.

To avoid this happening to you one day, follow this simple rule: buy *Sim City* and get some practice – and a great deal of fun – first.

Sim City works in the Risc OS desktop, which means it is running while this review is being written, although it slows the Desktop down so it feels like I'm typing at five words per minute. The map of the whole city occupies one

window and a close-up of that map takes another.

Other windows around the Desktop have information for the mayor on his popularity and his citizens' problems, another asks for the tax rate every year, and others show graphs on populations density, pollution density and crime rates along with umpteen other handy graphically presented statistics. All in all, it can get a little crowded.

The object of *Sim City* is to build and manage a city, year by year, collecting taxes and expending the revenue on things like roads, railways, power stations and electricity grids. These must be placed in positions that best serve the people's interests.

As chief planner, a critical task is the designation of residential, industrial or commercial zones. Like everything in *Sim City*, the mayor merely establishes 'the right conditions' for growth and the computer simulates the rest. Provided the residential zones are well connected – but not too close – to the industrial parks and they have power and police protection, before long they will develop into high-rise accommodation

where thousands of people will flock to live.

Sim City comes with a short list of existing scenarios – including overpopulated Rio de Janeiro and earthquake-shocked San Francisco in 1906 – but it is more fun to start from scratch and build your own city from the ground up. A random landscape is generated to include rough terrain and wide rivers.

The fact that *Sim City* is multitasking is perfect for a game that should largely be left to its own devices anyway, but unbearable slowness is the unfortunate trade-off here. It is possible to die of boredom before mouse operations like building a road have been completed. Another problem is that the Desktop palette also needs to be adjusted every time you play to avoid ordinary soil looking distinctly tomato-coloured.

In spite of this, *Sim City* is definitely a winner, a fantastically addictive game and worth every penny of the higher than usual prize tag. Go on, you know politics is for you. Everybody will hate you but you'll have exceptional fun making enemies.

Sam Greenhill

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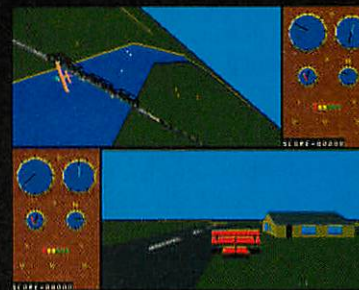
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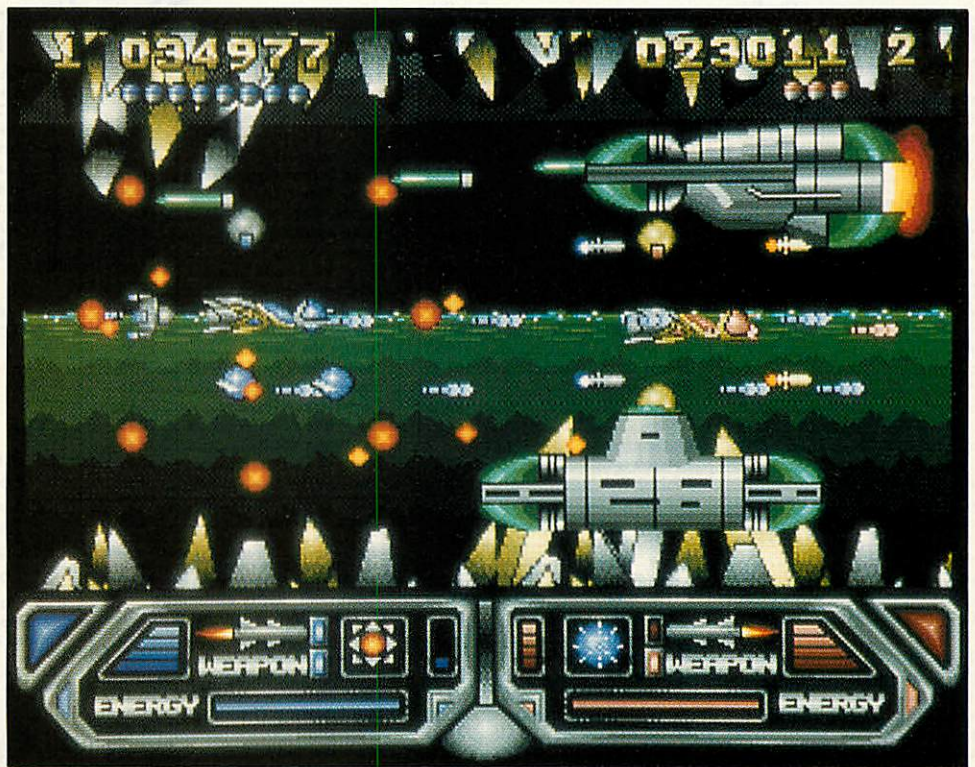
This is billed as the big one, the sequel to *Nevryon*, that fiendishly tricky shoot-em-up of a couple of years ago. *Technodream* is the long awaited sequel but is it really bigger, better, faster and more furious?

There was only one way to find out: buckle up and start zapping. The game begins with the small blue spacecraft launching from a space-age hanger and sliding up into the sky to meet the baddies.

The first generation of alien ships are relatively harmless; they just pass on by, getting shot if they're dumb enough. But soon after that, without much warning at all, it suddenly becomes quite challenging and you can hardly see for firebombs.

One of the main improvements made in *Technodream* is the introduction of a two-player mode, a feature sadly lacking in the original, *Nevryon*. With your best friend by your side you feel as though you can't lose. It brings a whole exciting new aspect to the game; you have somebody else to blame when it all goes wrong.

In *Technodream* the object is perfectly simple: shoot it if it moves, shoot it if it doesn't move and if you're still not sure, shoot it anyway. And there's plenty to shoot, the



Technodream's action gets so fast and furious the screen looks like an abstract painting

further you get, the weirder the aliens become.

Of course, with all games of this type, there are loads of power-ups to be collected. The first power up installs a couple of rocket launchers that fire automatically every few seconds. The most useful power-up is the shield, which can either be left positioned at the front of your ship or can be fired ahead of you where it wreaks havoc with anything that falls in its path.

The power up system in *Technodream* is actually quite amusing. It's all a bit like a petty school playground argu-

ment that gets completely out of hand: whatever power-up you get, the baddies get an even bigger one. So you get a bigger one still. And so on. Before you know what on earth is going on you're both pumping so much lethal fire, rockets and molten metal at one another that the screen looks like something even the director of *Die Hard* would be bewildered at.

And that's where the second main improvement that *Technodream* boasts comes in. There's more space for all the extra explosions. Now you can scroll up and down the screen a short way too and this has both advantages and disadvantages. It may give you more space to get out of the way but, hey, we're all fearless here, right? We don't want to get out of the way so much as blast the pants off the aliens and now they've got a cunning escape, just off the edge of the screen.

The vertical scrolling can also cause some frustrating moments in two player mode when you both suddenly need to get the hell out of the way of some particularly nasty alien and while one leaps up to the top, the other one dives for the deck . . . The screen

can't scroll both ways and you both end up in the middle facing the marauding beast.

The graphics in *Technodream* are extremely detailed and very colourful. The music plays during the actual game itself, which adds to the good atmosphere, but the sound effects themselves are a bit quiet and forlorn, I think.

The options screen gives you the opportunity to redefine the keys but, for some reason, you can't use the numeric keypad so fingers tend to be a bit cramped with two players on the main keyboard, each with seven keys to contend with.

Technodream comes on two discs and, after the huge wave of criticism levelled at its predecessor for taking so long to load between games, it is pleasing to find the authors have evidently made an effort to reduce the overall time between the 'game over' message and the start of the next game. However, this can still take nearly a minute.

On the whole, *Technodream* is a highly polished product and well worth the asking price of £25; now the standard for 32-bit games.

Sam Greenhill



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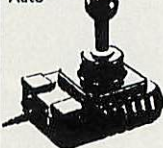
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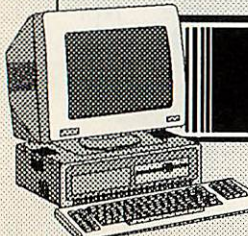
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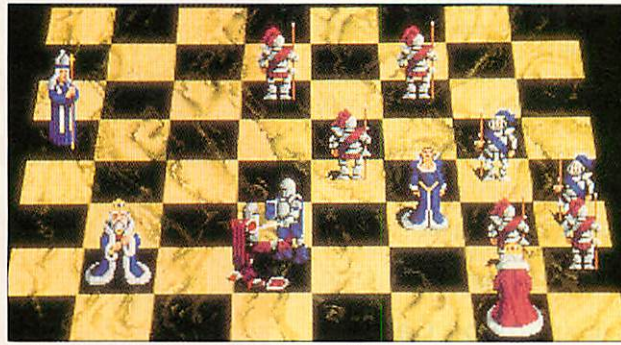


BATTLE CHESS COMPETITION

Never mind the championships, *Battle Chess* from Krisalis Software (reviewed last month) is the most exciting chess game you'll ever see. Where else have you ever seen the pieces barge their way across the board, or bash the living daylights out of each other? Where else is there a queen so full of grace that her 'eliminations' are carried out with lethal elegance? And where else are the foot soldiers so stupid as to get into a fight with a ten-foot ogre made from bricks?

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and then complete the tie-breaker. Then send your answers on a postcard or the back of an envelope to:

Battle Chess Competition, Acorn User, 101 Bayham Street, London NW1 0AG. The closing date for entries is 1 June 1993 and the editor's decision is final.

1 Name the British chess player who will be battling it out on a real chess set with Russian chess supremo Gary

Kasparov at the World Chess Championship later this year.

2 One of the funniest conflicts in *Battle Chess* is when two knights clash. The duel is based on a scene in the *Monty Python and The Holy Grail*. What is the name of the actor who played the dismembered loser in the film?

3 Which square does the black king always start on? Black or white?

PARADROID

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Déjà vu or what? *Paradroid 2000* takes me back to the ancient Spectrum game *Quazatron* in which you are a lone robot who has to save an entire colony, not from a small bunch of the normal run of the mill bad guys, but from the Trimorg Empire (where do they get these names?)

Some freighters, sent to save the earth's colonies, are tampered with. The battle droids are activated and the crew robots go haywire as well, just to make matters more confusing.

Due to government cut-backs the freighters cannot be destroyed, and sending troops would be as about as popular as sending them to Bosnia. So it's once more down to yours truly to save the day. You are a Mark 2 Influence Device who has to clear all five of the freighters of rogue robots.

This is generally done by manoeuvring your ball bearing look-a-like around the decks of the freighters, which



Paradroid: an unearthly world full of killer robots

are viewed from above, zapping the rogues and attempting to 'transfer' with them. This allows you to engage in a sort of duel of electronic circuitry with the robot so that you may steal its body, vital for improving your firepower and armour.

The graphics are not stunning but there is commendable attention to detail, like the computer screens lighting up the desk when you use them. It is the detail that makes the game curiously addictive after initially being frustrating. After a while I really got into being a sentinel – one of the more powerful robots – going around and destroying all and sundry. Far

more interesting than being a boring cleaner robot.

There are several levels to clear on each of the five freighters. This would keep you occupied for quite some time but I'm not sure the game is varied enough to hold my interest for that long.

Overall the game is a dream for the inquisitive-minded, especially because the instructions are very minimal and there is much left to discover for yourself. It is fun, it's just that level after similar level does tend to get a bit of a drag. *Paradroid* is a game that grows on you, but I think it is only for the dedicated fans of this genre.

Josef Koestler

CHEAT'S CORNER

POPULOUS

In all, there are 500 worlds in *Populous*, so we're spoiling none of the fun by giving a little help to those stuck near the beginning:

1. Genesis
2. Swaver
3. Mornigill
4. Weavhapham
5. Bugqueend
6. Verymeend
7. Shidiehole
8. Calozboy
9. Swaingpal
10. Morhippil
11. Bilador
12. Ringgbpal
13. Hobozjob
14. Sadmpt
15. Futloplug
16. Timomar

Passwords supplied by The Bear, St. Albans

AIR SUPREMACY

In *Air Supremacy* from Superior Software, you can swap between air and ground/sea forces as the battle develops.

But, if you've got your biplane in a rut or your WW1 tank stuck in the mud, try these passwords, from Tim Williams in Brendon, North Devon:

- Level 2: Scramble
- Level 3: Staccato
- Level 4: Equanimity

SWIV

This the ultimate shoot-it-whether-it-moves-or-not game from Krisalis Software To cheat at *Swiv* press F1 to pause the game, then type NIGEL. Now press RETURN for infinite lives and, back in the game, shoot one of the token credits repeatedly, until it turns into a star, to get eight-way rapid fire.

Fiery thanks to The Bear of St. Albans for this.

BLITZ

Here's a cheat for the most popular *Pang* conversion in the Acorn games world.

The passwords for this come from Tim Williams in Brendon, North Devon.

- Level 2: Seirra
- Level 3: Mouse
- Level 4: Herbert
- Level 5: Compact
- Level 6: Ferrari
- Level 7: Gelesby
- Level 8: Plane
- Level 9: Deskjet



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QUESTIONS AND ANSWERS

Q I recently bought an A4000 home office and am very pleased with it but find that the 2Mb of Ram supplied with the machine is too small for my needs.

I understand that the A5000 can be upgraded with an extra Meme chip. Is this possible on my machine and do you know of any companies who have plans for 8Mb boards?

Jonathan Dyer
Nottingham

A It can't be done. There are a number of 8Mb upgrades around for A400 series machines, such as those from Atomwide, Watford and Gnome. There is also one available from Risc Developments, tel: (0727) 840303, for the A5000.

These replace the computer's existing memory controller (Meme) chip with a connection to a circuit board holding sockets for two Meme chips and an additional 4Mb of Ram.

However, on an A4000, A3010 or A3020, this controller is internal to the Arm250 processor and cannot be removed, replaced or connected to anything else.

Don't despair; upgrading to 4Mb may be more help than you think. It is likely that hundreds of kilobytes of memory on your machine are being used by the system for things like font cache, RMA, printer driver and so on. Since these resources can be shared by several programs at once, an extra 2Mb will more than double the space available to your applications.

Q I am a long-standing user of Acorn computers, and currently own a greatly expanded Archimedes 310 with extra memory, an Arm3 and Risc OS 3 fitted.

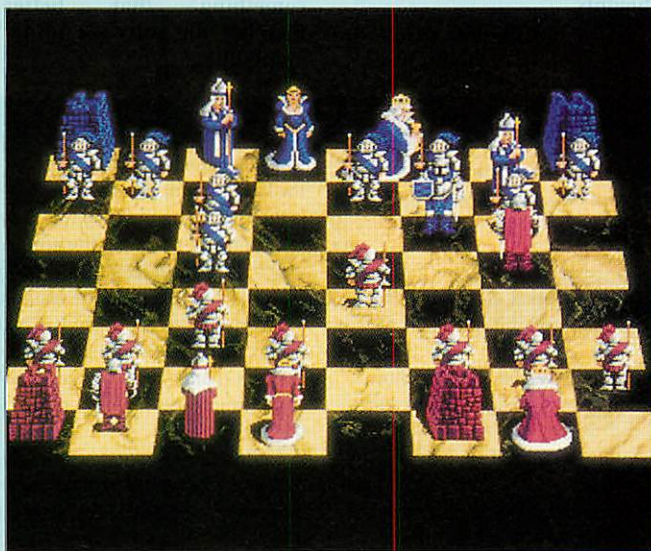
At the 1991 *Acorn User* show, I bought and then installed an ICS 40Mb internal hard disc. One of the features of this unit is a Powersave option which turns the drive off if left unused for more than a given length of time. I set this time to the minimum value of one minute and continued to use the machine.

STAR QUESTION

Q I am writing a *Scrabble* program for the Archimedes and would like to release it as Careware. Would it be infringing anybody's copyright if I did so?

Jeffrey Almeida
Leicester

A Not 'alf! I talked to Spears, which owns *Scrabble*, both as a game and a trademark, and they would be distinctly unamused if someone were to release their own version. The company didn't think US Gold, which holds the software licence, would be too happy either. Apart from the financial side, they're both keen to protect the standard appearance and high quality of the product. It's OK to implement software versions of traditional games like chess, many card games, nine men's morris and so on because their authors, if any, are far too dead to worry about royalty cheques but, as Spears still has about 75 years left to run on its copyright, it isn't about to give licences away.



You can do what you want with chess, but other games may have owners

At the 1992 *Acorn User* Show, I talked with another hard drive manufacturer and was informed that they did not intend to implement a Powersave feature, since continually turning the hard drive on and off can lead to its premature failure.

I asked ICS about this, and they confirmed that hard discs do have finite lives, recommending that resetting the delay to five minutes would

limit wear and tear. I have since discussed this problem with a computer service engineer who says he's never heard of hard discs failing because of them having to endure too many start-ups.

With all this conflicting advice on the matter, I find that I am now not using the Powersave feature at all. Can you clarify things for me?

Terry A. Ellis
Ivybridge, Devon

A This is essentially a problem in physics. A hard disc is a wheel spinning at several hundred rpm on an axle bearing. Wear and tear during starting and stopping is much greater than during continuous rotation because of additional friction when the wheel speeds up and slows down.

The same problem causes car tyres to lose more rubber during acceleration and deceleration than they do when a car moves at a fixed speed. In principle, therefore, turning the hard disc on and off at all is going to contribute to its eventual demise, and it's my experience that fixed discs do tend to crash when you turn them on first thing in the morning, rather than when you're in the middle of something.

Having said all that, leaving the disc running forever will also cause the bearing to fail, albeit at a slower rate. These days, hard discs are built to handle many more 'duty cycles' than they used to. Modern units, particularly those designed to save power on portables and 'green PCs', are actually designed for a long life of frequent stops and starts.

Typically, laptop hard discs power down five minutes after use and save a lot of battery power without, apparently, causing premature senility in hard discs.

ICS says it has had no problems with this feature on its drives but it will, of necessity shorten their theoretical life expectancy. In any case, a one-minute delay before shutdown does seem a little short.

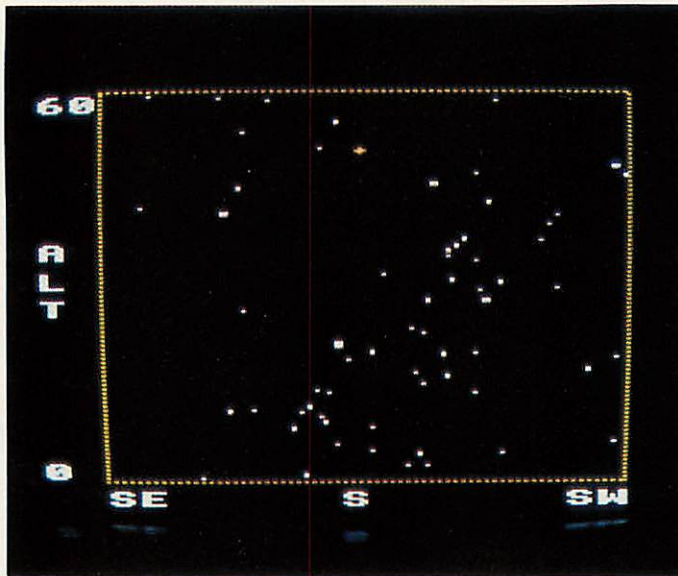
If you use the computer to run games, for example, simply calling a program and running it for hours before you next use the disc, then a five-minute shutdown could be economical. If, however, you're word processing and saving to hard disc every 15 minutes, then this option seems hardly worth the bother. By the way, if you abandon this feature altogether, your hard disc will still fail one day, so keep backing it up.

Q When I use the PC-emulator in EGA or VGA mode, some PC programs only fill a quarter of the screen. Why is this? Is there any way I can make it use the whole screen?

J. Howe
Gateshead

A Like the Arc, PCs have many screen modes. It's not just a question of which graphics adaptor you emulate (Hercules, CGA, EGA, VGA, Super VGA, XGA and so on). Each of these offers several display options which vary in resolution (number of pixels) and number of colours.

Most PC modes are 640 pixels across, so let's take this as an example. When you run a PC program on your Arc, the screen is 'mapped' to the first 640 pixels across the window. If the desktop on your Arc happens to be in Mode 12 or 20 (also 640 dots wide), the emulator window will fill the width of the screen and all of the PC screen, except the bit under the window frame, will be visible. In a mode 16 desktop (1056 dots across),



Eight-bit astronomy is still very much alive and well

the same 640 pixels will only occupy 61 percent of the screen width.

Conversely, if you use a Mode 2 desktop (160 pixels wide), though goodness only knows why you should, the window will only hold a quarter of the PC display at one time. Similar problems occur with conflicting heights.

If a particular program does not fit your screen,

there are two things you can do. First, many PC programs can be configured for different IBM screen modes, so you can try resetting the program to an EGA or VGA mode that is more appropriate to your desktop.

Failing this, you can use *Configure WimpMode to change the desktop mode to something that better matches the software under emulation.

Q I have recently taken an interest in astronomy. Is there any software that covers this subject for an eight-bit machine (Master series)?

K.L. Shenton
Stoke on Trent
Staffordshire

A There's a fair amount of astronomy software about for the Beeb, particularly in the educational sector. This includes simulations of planetary motion, adventures and key datafiles aimed at project work.

Probably the most interesting astronomy programs are those which plot maps of the night sky like those published each month in *The Times*. The beauty of using a computer for this is that rather than working from a general map for a whole month in London, the machine generates an accurate image for a precise time and place.

Check out *Starmap* from Heinemann which is listed, along with ten other astronomy programs for various formats, in AVP's *Big Black Catalogue*. You can contact AVP on (0291) 625439.

CUSTOMER HOT LINE



Every month in BAU, Alan Glover from the Acorn customer service department offers you Acorn's advice and support

MANAGING OUTLINE FONTS

The Outline Font Manager is provided as standard with Risc OS 3, and can be used with Risc OS 2, although it is not a part of the built in OS Rom.

There are a number of configuration settings available which allow you to tune the performance of the Outline Font Manager to best suit the way that you use your system.

It is important to ensure that an adequate amount of space is allocated for the font cache. This is an area of memory used to hold font data within the computer's memory rather than having to go and fetch it from disc each time it is needed. The initial size of the area after a reset/power on can be set with *Configure FontSize <number>K (or by using *Configure*). Even if you only make minimal use of fonts, you should always ensure that there is some font cache available to the system. The optimum setting to use depends upon the degree to which you use fonts.

A useful yardstick is to put aside around 64K to 128K per megabyte of memory in the computer so, on a 2Mb machine, the setting would be between 128K and 256K. The maximum setting is 1024K. Intensive font users may wish to use 256K per megabyte instead.

However setting the size of the font cache is not the end of the story. The next decision to make is where to place the tradeoff between high quality anti-aliased characters and memory consumption/performance.

Anti-aliasing consists of determining how much of a character outline occupies a given pixel. This information is used to choose a colour between the foreground and background colour to represent it (this is

typically a range of greys between black in the foreground and white in the background). The result of this is that characters will look much less jagged and more pleasing to the eye. However, calculating anti-aliasing takes time, so there is a tradeoff to be made. You can also decide at which size of character anti-aliasing should not be used since the character has become large enough not to require anti-aliased pixels.

These settings are controlled by the five FontMax configuration values. Risc OS 3 users may alter them by using *Configure*. Any Risc OS user can change them by pressing F12 and typing 'Configure FontMax<n> <value>'. <n> is the fontmax number (1-5) and <value> is the point size.

Fontmax2 and FontMax3 (described as 'Use anti-aliasing for characters' and 'Use cached bitmaps for characters' in *Configure*) jointly set the maximum point size of character which will be drawn using anti-aliasing. If the point size used is larger, it will be scaled directly from the outlines without being anti-aliased. Set both of these to the maximum point size that you want anti-aliasing to be used with.

Note: The above is a great simplification of the real situation; those interested in reading further should consult the *Risc OS 3 Programmer's Reference Manual*.

POCKET BOOK AND A-LINK

The Acorn Pocket Book A-Link reviewed in last month's BAU, allows you to transfer data between a Pocket Book and an Acorn 32-bit computer, and consists of a hardware link and a software application which runs on the 32-bit workstation.

However, because A-Link has advanced features which aim to make it easy to use it needs Risc OS 3 (Version 3.10 or later). This is provided as standard with new A3010, A3020, A4000, A5000 and A4 computers, and is available as an upgrade to existing Archimedes owners.



Art Works

Clip Art COMPETITION



Any type of drawing or illustration is acceptable. It could be purely illustrative, a technical drawing, a company logo or practically anything created with ArtWorks.

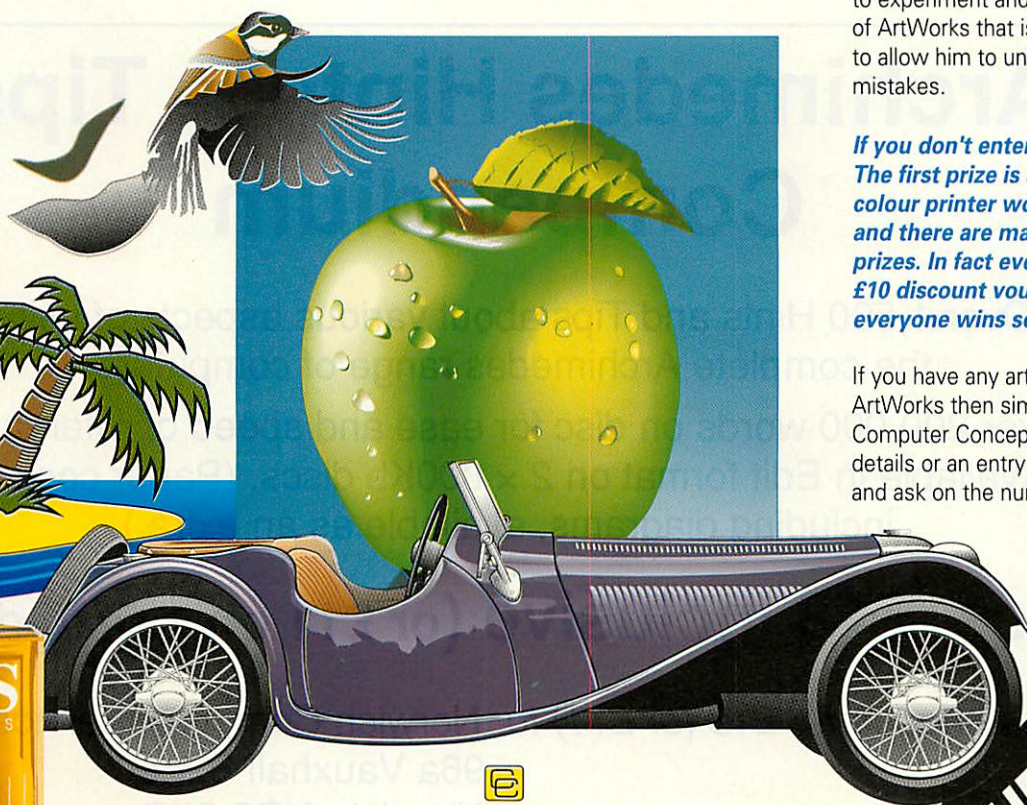
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And don't be put off if you think you are not artistic - you can still win. ArtWorks means that with patience anyone can create good drawings. After all, the ArtWorks apple was created by someone with hardly any artistic ability (the MD!) - just the patience to experiment and of course a copy of ArtWorks that is forgiving enough to allow him to undo his many mistakes.

If you don't enter you can't win. The first prize is a Canon A3 full colour printer worth nearly £1750, and there are many runner-up prizes. In fact every entrant gets a £10 discount voucher, so everyone wins something.

If you have any artwork produced using ArtWorks then simply send it to Computer Concepts. If you want more details or an entry form then just ring and ask on the number below.



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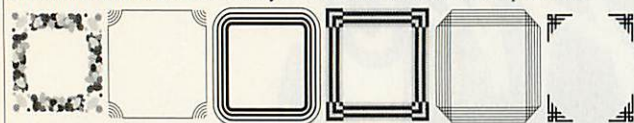
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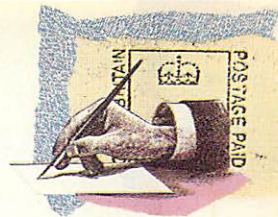
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£15 STAR LETTER

I am at the moment a subscriber to your magazine, and I have got complete sets of every volume published. I get enormous pleasure reading through all the back issues, but sadly I am still a BBC B owner and I must say I cannot understand how or why you call yourself a Beeb magazine.

If you cannot improve on the coverage you have at the moment, perhaps you could do yourselves a favour by publishing programs from magazine discs a few years back when you really did support the Beeb, long before this new fangled 32-bit stuff came along. Your comments would be most appreciated; thanking you for the support that we once enjoyed.

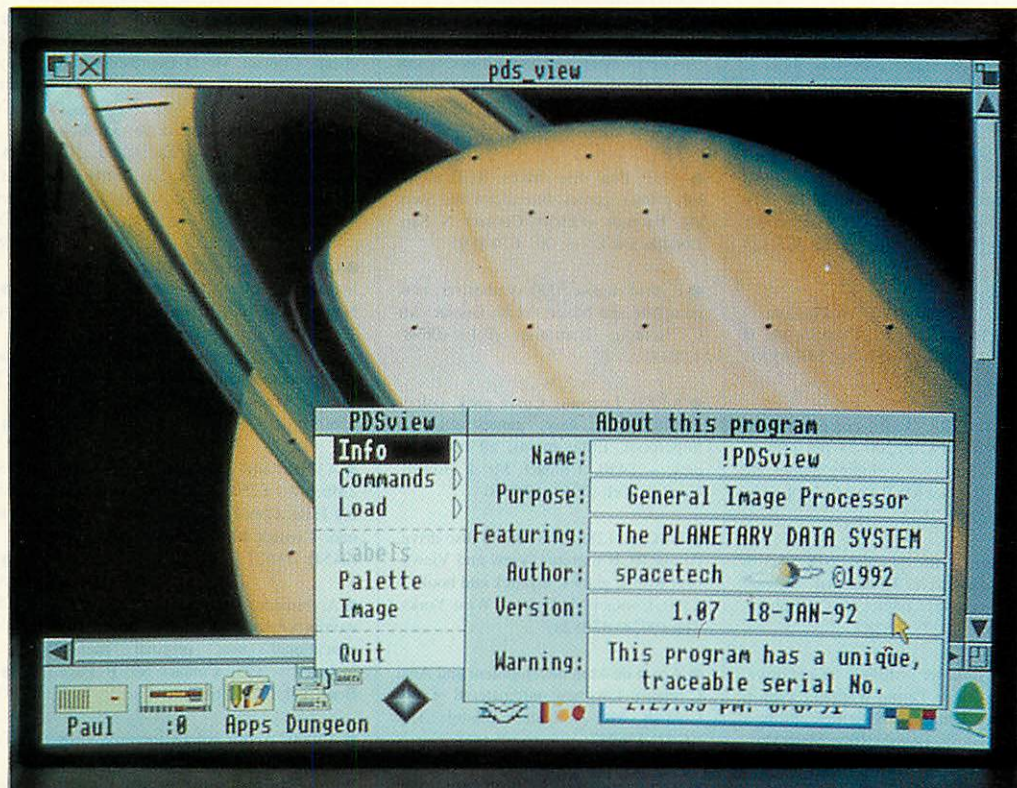
T Parsons
Bedfordshire

I think it's time for us to bite the bullet as far as all you eight-bit owners are concerned. Consider the situation:

- There are virtually no new products released for the eight-bit range.
- The fact that the eight-bit technology has been around for nearly 12 years means that there are precious few original ideas floating around these days.
- The vast majority of our readers use 32-bit machines as their main machines (although a lot of them still have eight-bit machines).

There's no getting away from the fact that there is far more to say about the 32-bit range, but that isn't the only reason for our lack of eight-bit coverage. The problem is that we are sent almost no programs for the Beeb, and therefore we can't publish much for the old machines.

So here is the solution. Send us your contributions and we will publish them. There are still a lot of eight-bit users out there, and the Master is still sold as a new machine, so don't leave us in the dark. We still want to publish software for the eight-bit range, but we need your input.



PDSview: it digitises the parts that other astronomical programs can't reach

CONFIGURE KILL

In response to Ralph Edwards' letter in the March 93 issue, I would like to offer the following advice. In order to disable the 'little angels' from using the *Configure* application, simply press F12 and type *Unplug *Configure* to remove the *Configure* module. A less permanent way is to *RMKill the module, say from a boot file. For both methods the module can be reinstated by typing *RMReInit *Configure*.

Mr Edwards also asks about the scrap directory. A way of getting round his problem is to use the Ram disc as the scrap directory. To set up the Ram disc in this way, simply copy the *Scrap* application into the Ram disc and double-click on it. In this way his application discs can be write protected.

On the third point about the Applications folder appearing on start-up, this must be due to having a command in the boot file which opens up the directory. To prevent this from happening, he should edit his boot file and remove the line which says `File_OpenDir Resource:$Apps`.

I McLaren
Edinburgh

Many thanks to Mr McLaren and all those who sent in replies to Mr Edwards' letter. A couple of other points which were raised by readers were:

- You can unplug any of the Rom applications by using (for example) *Unplug !Draw to remove the relevant modules.
- To remove the whole Apps folder from the icon bar, type *Unplug ResourceFiler.

ANOTHER STAR LETTER

Please pass my thanks on to Fin Fahey for *SkyWatcher* in the March issue of Acorn User. This would be a really incredible piece of software if, when you zoomed in on well known planets, a few details of the planet were given; perhaps they could be digitised.

R Fairburn
York

You may be interested in *Orrery* or *PDSview*. Both contain digitised details of the planets, as well as much, much more. *Orrery* was reviewed in March 91, and *PDSview*, August 92. Contact Spacetech on (0305) 822753 for more details.

FORTRAN LIVES!

I was glad to find a fellow believer (N Ellis, Q&A October 92) who thinks the Arc is a great tool for numerical and scientific programming. But why is he thinking of spending £200 on a C compiler when Fortran programs to design optical systems have been around for 30 years?

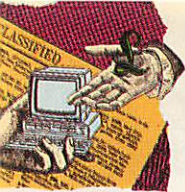
Why not just transport these? It would be significantly cheaper to buy Acorn's Fortran 77 compiler, and Archive's Shareware 44 disc, which contains a Desktop Development Environment front end and libraries.

K Crennell
Oxfordshire

WAIT AND C

In March's letters, you mentioned that Acorn were looking at Cfront 3.0. I am currently porting the GNU C/C++ compilers to the Arc, and hope to have these ready soon. I am looking for beta testers; if any of your readers are interested, please write to me, at the address below.

S Callan
2 Malden Road
Borehamwood, Herts



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● Scanner, Watford AHS-3, 16 grey-scale for A3000, little used, complete with manual – £110. Contact A Singleton, Kent. Tel: (0580) 753431

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RISC OS 3.10 may be used on the A305, A310, A440, 400/1 series, A3000, A540 etc.

Orders for RISC OS 3.10 are now being taken on a first-come first-served basis. Phone 0752 847286 for further details.

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A305, A310 and A440 owners please note.

Although the ROM sockets inside your machine are large enough to accommodate the new ROMs, simply plugging in RISC OS 3.10 *will not work*. This problem is overcome by installing the RISC OS Carrier Board first. The RCB may be used with any version of RISC OS. This carrier board is compatible with memory boards, ARM3 upgrades and does not in any way obstruct expansion cards ("podules").

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Prices exclude VAT.

A310 & A305 upgrade column

Memory expansion

Extra memory is without doubt the most worthwhile addition to any A300 series machine. Some programs won't even run with only 1Mb, and 2Mb is a bare minimum. Certain applications, desktop publishing for example, benefit from a 4Mb system.

2Mb - £89 4Mb - £145

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A complete fitting service is available for our RAM boards covering courier collection, installation and testing, MEMC1a, return delivery and guarantee. This is normally a three-day service (eg, collected Monday, returned Wednesday). We have been upgrading 300 series computers for over three years, and during that time a reliability record second-to-none has been established.

Is there any other 300 series RAM upgrade which has been available for as long as this one, and which has the same reputation for quality and reliability? No.

Still not sure? Compare it with the competition before making up your mind. Use our 14-day money-back guarantee to check it out for yourself.

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This is an easy to install adaptor board for the larger RISC OS 3 ROMs. A set of links on the board allows it to be used with RISC OS 2 and easily adapted for RISC OS 3 later. Suitable for use with the A305, A310 and A440. The adaptor has been fully tested with RISC OS version 2.00 and version 3.10. It is fully compatible with other hardware upgrades such as the RAM board described above, ARM3's, backplanes, VIDC enhancers and expansion cards.

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PROGRAMS

The section that would never, ever step on anyone's blue suede shoes

I'm down. Totally low. Not your normal Monday morning kind of down, though, oh no; this is the sort of feeling that would make a Chicago bluesman sing zippa-dee doo dah.

It's not even my fault, really. I've been having problems with my suite of rock 'n' roll personality simulator programs, which I've been working on for years now. They've been looking so promising, but who would have thought that disaster would strike all of them at the same time?

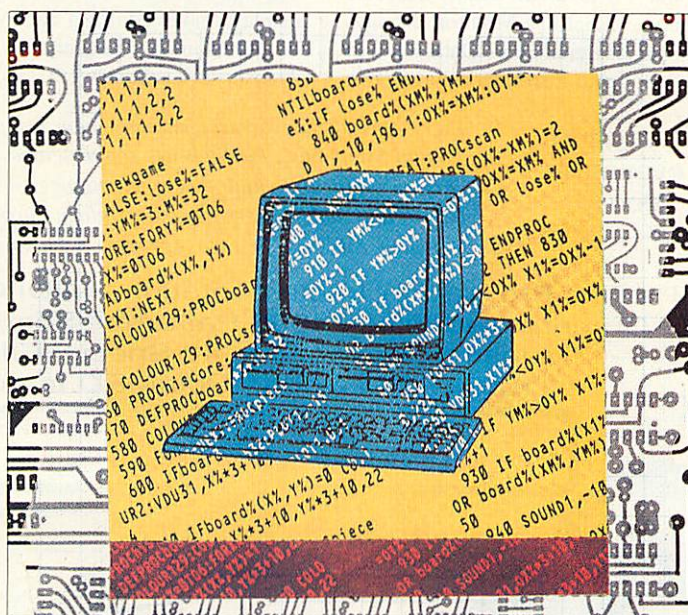
Take my Elvis simulator, for example. The program's been growing and growing steadily over the last few years, and this week it's become so huge it simply won't fit into my machine; *No room at line 4530* is all I can coax from the King, which is hardly going to break hearts all over the world tonight, is it?

Then there are Marc Bolan and Buddy Holly, who've just both crashed horribly. And as for my Freddie Mercury simulation, well I don't want to talk about him. Let's just say that's the last time I forget to install Pineapple's *Killer* in my boot sequence. . . †

So, is there anything that could cheer me up? What about this month's programming section? Is this the answer to all my troubles?

First up is a trip down memory lane for all those who should be old enough to know better. Remember the days when the word Thatcher conjured up a quaint profession, something to do with country cottages and straw roofs, and an *annus horribilis* was simply

† If you have any queries regarding safe programming practices, please call Pineapple on 081-599 1476.



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More revolutionary than <i>Elite</i> ; more addictive than <i>Lemmings</i> ; more in-depth than <i>Exile</i> ; more frantic than <i>Swiv</i> : it's <i>Pong</i> , the megagame of the 70s!	
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A complete game to entertain and impress, all created using the tools provided over the last few months. <i>Rocky Trade</i> is here, at last.	
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The listings themselves. Get typing . . .	

what happened after a very hot curry? Then you'll remember *Pong*, the second commercial computer game of all time.

Thrill at the graphics, marvel at the sound, wonder how

on earth we've managed to squeeze such complicated mathematical algorithms out of a humble Arm processor! Doesn't take long to realise that all these young pretenders

in the amusement stakes, like *Swiv* and *Aldebaran*, are in fact indebted, in their progress up the evolutionary ladder, to the accomplishments of the simple *Pong*.

Still, if you think maybe, just maybe, you could improve on the demi-god that goes blip-beep-blip, then you'll be thrilled by the final instalment of our Games Designer series. This month we present a complete game, created entirely using the tools described over the last four parts.

Assembly Line summarises everything that's been covered since it started, way back in February 1992. Arm instructions, conditional codes, branching, transferring data, stacking, recursing; it's all here. Next month sees the end of the series with a round up of all those queries you've been plaguing us with.

Rocky Trade is our complete game, created with the Games Designer. Remember *Rocket Raid* on the Beeb? Well, now you can play it on your Arc in glorious 32-bit technicolour, and you can edit it too.

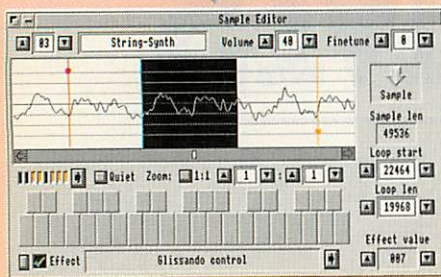
Last, but definitely not least, ***INFO** is enough to make Marvin the Paranoid Android smile. Variety is the spice of life, and this month it's like condiment heaven. If you can't find something to tickle your fancy here, don't call us.

Ah, that's better! I feel almost human again. Nothing like a great selection of exciting programs to cheer the soul of a disillusioned programmer. Anyway, Elvis always was a bit too portly for his spangled suits. I feel almost cheerful enough to start work on my John Lennon simulator. Can't see there being any problems with *this* one. . .

Mark Moxon

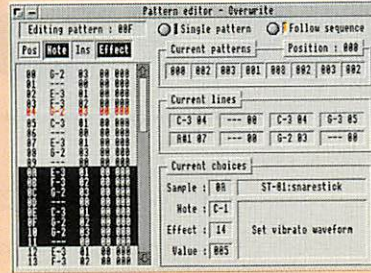
Digital Symphony

The Definitive
SoundTrack Editor

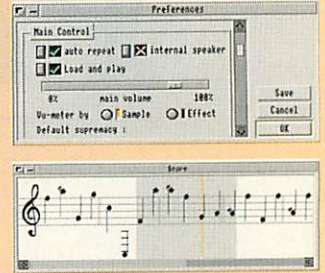


Built in Sample editor, allows you to Cut and Paste parts of the sample. You can try out any of the 40 different special effects, and define a repeat loop by dragging visual markers.

Powerful, deadly accurate, Realtime Monitor, displays Digital Score Data, Vu Bars and Instrument Waveforms.



The Pattern Editor, used in conjunction with the Musical Notation score display, makes editing a track very easy. Once created each pattern can be slotted into the sequence, wherever you wish. Cut and Paste, Copy, Transpose, Exchange, etc... facilities are offered to enhance flexibility.



...but we are not alone in thinking that Digital Symphony is the best ever music sequencer for the Archimedes. Read what Richard Hallas of Risc User said. - Apr 93

- "Every aspect of the program's implementation, and presentation is very polished, and classy."
- "Digital Symphony's facilities are sophisticated, extensive, flexible, and easy to use."
- "It is very difficult to fault this excellent piece of software. The facilities couldn't be better, and make it very easy to produce music quickly."
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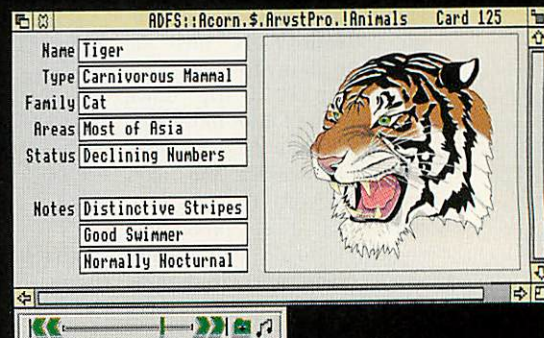
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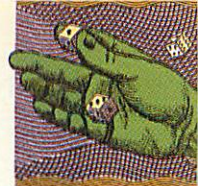
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The No Nonsense Database



History is replete with examples of ideas whose time has come. The printing press, quantum physics, double-entry book-keeping: all innovations that shattered conventional cultural and scientific paradigms.

Twenty years ago this year human minds were sent reeling by the appearance of an entire new technology that would deeply alter the lifestyles of millions of consumers.

That apparently innocuous product appeared under the humble name of *Pong*, the world's first successful commercial video game. It is hard to believe, but prior to 1973 computers were used only for trivial small-scale applications like defence, corporate book-keeping and scientific research.

All the life-enhancing aspects of computer technology that we take for granted these days – zapping aliens; pretending to be Fatima Whitbread; software piracy – were denied to the world prior to *Pong*. Hell, in those days people thought a joystick was something you burned to make your groovy crash-pad reek of patchouli oil, and a pixel was a Cornish fairy.

It's not easy to visualise the excitement that gripped a punter on first encountering *Pong*. In 1972, what you expected from a TV tube was passive entertainment, but this thing fought back; perhaps there some demon in there.

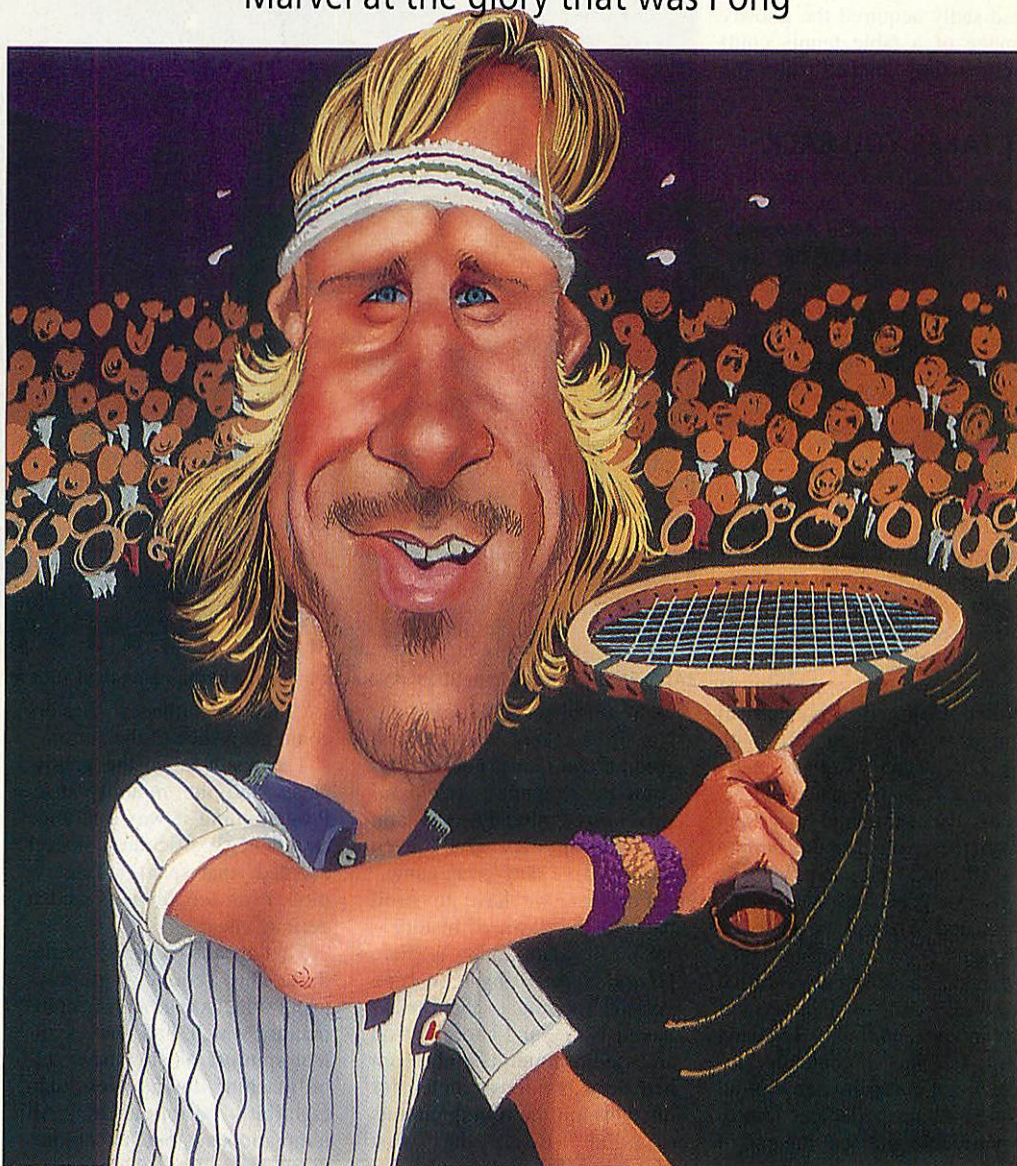
The first *Pong* was quite simply a no-frills two-person table tennis game. It offered a classic purity of concept; a black-and-white no-resolution display with two little knobs on the front, one for each player.

Game interaction was simplicity itself; you dropped in your shilling, dime or

BJORN AGAIN

You can learn a lot from history, or so Fin Fahey reckons.

Marvel at the glory that was Pong



MARK DRAISLY

whatever, twiddled the knob and a short, thick vertical line moved up and down the screen. This enabled you to deflect a tiny, rapidly moving dot in the direction, hopefully, of the other person's goal; then it was their turn.

But to the computer-starved world this was sufficient; no-one could get over the idea of a TV set that responded to you. Interactive video was born, laying the foundation of a leisure industry that is

now worth billions. *Pong* was also strangely addictive, the touchstone of a true computer game. Although pong-playing was necessarily defensive in nature, true *Pong* Jedis were rapidly to emerge.

To start with, computer-naïve punters would simply spin their bats (paddles) up and down the screen in an effort to create an impenetrable wall. A good player, however, developed an uncanny ability to compute trajectories and anticipate the

optimum intersection point of paddle and ball. This is the sort of skill that us modern game-players take totally for granted. Added to this was the use of backspin, the game's most advanced feature.

This meant that you could faze out your opponent by clobbering the ball with a moving bat, altering its course and speeding it up. Variants of *Pong* rapidly multiplied and when computer entertainment rolled out of the arcades and into the home, *Pong* was in the

first wave. The mid-1970s console boom was initially led by machines that were little more than home *Pong* consoles: little boxes with two knobs on.

The game may have led, in fact, to the introduction of the screen blanker; keen *Pong* junkies rapidly found that their state-of-the-art Sony Trinitrons had sadly acquired the ghostly image of a table tennis court permanently etched into the screen.

IT TAKES YOU BACK

Pong wasn't actually the first commercial video game. It had a predecessor called *Computer Space*, marketed by the curiously named Nutting Associates of California. For some reason, *Computer Space* didn't catch on, and fewer than 3,000 machines were made.

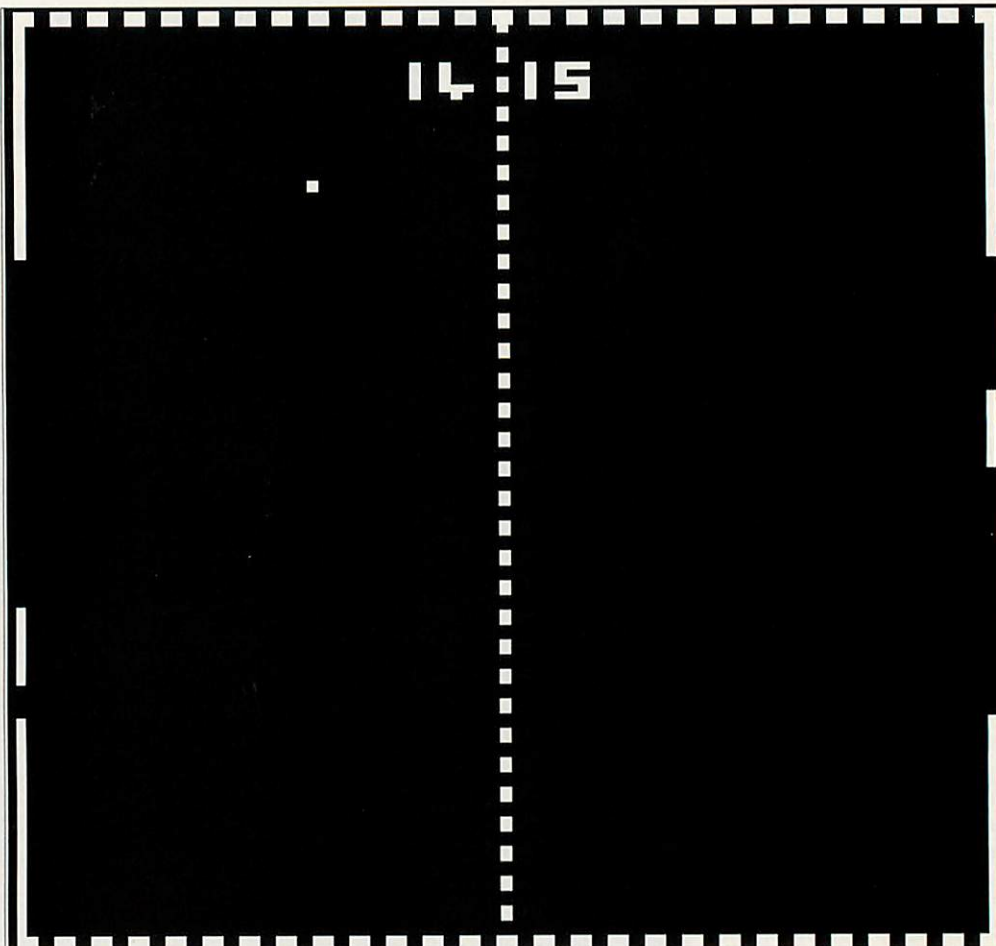
Computer Space lived on for a while as a console Rom called *Space War*. This was a very peculiar result since *Computer Space* was the first shoot-em-up; since then shoot-em-up variants are in the thousands and *Pong* has begat, well, *Breakout*, *Arkanoid* and, well, like that.

Pong was the brainchild of Nolan Bushnell, an electrical engineer who, together with his colleague Ted Dabney, created it in November 1972. It is also rumoured that they were the original brains behind the ill-fated *Computer Space*.

Some years before Apple's Jobs and Wozniak popularised garage computing, they founded a company called Syzygy with total assets of about five dollars. Realising that this was a contender for the worst company name of all time – unspellable, unpronounceable and near the end of the alphabet – they changed it in short order to . . . Atari.

Then came *Pong* and the money came rolling in, enough so that Bushnell could sell the infant Atari to Warners for \$30 million in 1976. Considering the company's current problems, that may be seen as very prescient indeed. Bushnell, however, was done with home entertainment.

He was last heard of running a fast food chain called Pizza Time Theatre that featured a giant rat called Chuck E. Cheese as a mascot. While



BAU's Spot The Ball competition; if you can think of a better name than Spot for this ball, you've got a problem

we're on history, that ain't all. No sirree. *Pong* was the first commercial game, not the first computer game (*Colossal Adventure* already ran on mainframes). It wasn't even the very first ping-pong game.

For that, we have to stroll back to the dawn of history – 1958 – when one William Higinbotham, a physicist, got a version running at the Brookhaven National Laboratory on an oscilloscope. Higinbotham had been previously noted for his work on the timing circuits of Fat Boy, the first plutonium-based A-bomb.

Finally, *Computer Space* itself had antecedents ranging back to 1972, when *SpaceWar* appeared at MIT, running on a PDP-1, a supercomputer of the time with an awesome memory of 9K.

THE FUTURE IS HERE

Gripped by a profound nostalgia and having long since given away my last 1975-vintage Philips games console to a luckless niece (cheap birthday present), I decided to recreate the 1973 megagame

so that Archimedes punters could get a slice of the action.

The result is on the yellow pages and the monthly disc. Programming it was a strange experience, particularly since I decided that using Teletext mode was too obvious and a definite cheat.

That meant trying to create those big chunky graphics using RECTANGLE FILL commands, which had the excellent spin-off of slowing a 32-bit machine down to less than eight-bit performance. All temptation to put in colour, nice scrolling messages, sprites, sample sound, high-score tables and so on had to be firmly resisted; harder than you think.

The result is probably not so much classic *Pong*, as *Pong* as I remember it; so if you've got better ideas, feel free to tailor the basic structure to your liking. I think the biggest problem is that, sadly, you can't get quite the right feeling with digital controls. What *Pong* really needs to do it justice is a couple of rheostats interfaced with a suitable analogue/digi-

tal podule. Perhaps some kind reader would like to supply a hardware solution?

Play is, of course, simplicity itself. Press a mouse button on the impressive title screen to start. Player one moves the bat up and down with the A and Z keys, player two uses Select and Adjust.

To leave the game, hit ESC. Each player starts with 15 points, and the first to zero loses. It just shows how far we've come; remember that the original *Pong* was written in machine code, and here we have a version written in an interpreted high-level language that has to be slowed down.

It almost makes you believe that realtime virtual reality is just round the corner. Almost. Beep-bloop-blip!

PRODUCT DETAILS

Product: *Pong* Console circa 1973

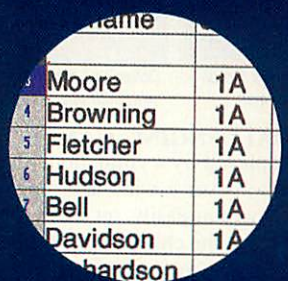
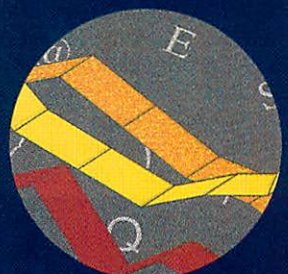
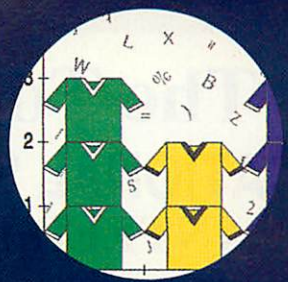
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National Curriculum statements. You start by entering your child's name. This automatically creates his or her blank achievement chart - the program can hold up to 64 of these (ideal for the average class or a large family).

Moving the mouse pointer around a chart you can discover exactly what a child will learn by playing a particular game at any grade. The achievement charts are automatically updated to record progress as the the six compulsive games are played.



Sniper: Rearrange the words - with correct punctuation.



Cover Up: Match all the words with their opposites.



Word Fit: Fill the grid - but only use verbs!



Grab It: There are plenty of collective nouns up for grabs!



Librarian: Sort the books, then match the adjectives.



Cheers: Discover the meaning of sayings.

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Children work their way through the six grades of each game trying to turn the achievement chart green as they go. As an illustration, the screen shots

below show a middle grade of each of the six games in the English package - suitable for children at Key Stage 2 of the National Curriculum (age about 8 to 11 years).

Remember, all the games have five other levels and many features - such as graphics and speed - can be easily customised by parents or teachers. This flexibility makes 10 out of 10 English suitable for all ages and abilities from age six to sixteen.



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... and they love to see their name on the high score table!



By pressing R you can see the aim of the game at a glance.



Each game has its own achievement summary.

MOTIVATION & ASSESSMENT are provided in two ways: an achievement chart displays academic results and high scores show gameplay. The former records progress as the games are played:

RED means help needed. **YELLOW** means practise needed. **GREEN** means 10 out of 10!

Now you can see where your child is not succeeding and use the various options to customise the games to help him or her progress more quickly. Children achieving 10 out of 10 in one or more grades can print a certificate - both on-screen and printed certificates are catered for. Children using the Early Essentials package are awarded stars too!

Pete's Achievement Record 10/10 English						
SUBJECT	Sniper	Cover Up	Word Fit	Grab It!	Librarian	Cheers
Spelling	4.2b.1	4.5.3a	4.5.6b	2.3c.2	2.2a.1	
Punctuation	3.3a.1			3.6b.2		3.7b.2
Nouns		3.3a.6	2.5e.3	3.4d.3	4.2c.2	
Verbs	3.8c.1		3.3a.1			3.3a.2
Adjectives		2.1b.1			3.4e.2	3.5e.1
Language use	2.7d.1	2.8e.1		2.7c.3		3.5e.1
Words	2.2a.1		4.2c.1	3.7e.4		2.5e.1
Pairs		4.3a.1	4.3a.2		3.7e.4	
Sound patterns		2.2e.2	2.5e.3		2.3d.3	3.8c.1
Figures of speech	2.7e.5			2.2f.1	2.7e.2	
3.3e.8 Simple use of past tense						
RETURN TO MENU						

The achievement chart shows progress. By moving the pointer you can view a layman's interpretation of Curriculum numbers.

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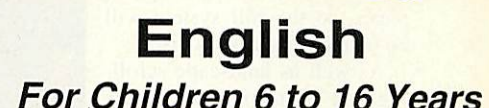
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Attainment Targets and Levels Covered

Sniper	Grab it
1: 4.2h 1. Simple mononuclear waste	Spelling 1: 0.1: 2.2h 1. Read a range of simple material

3.32	Read & understand Signs, Labels/Notions	Words	Gr1 2:2.2	Recognize a range of simple words	Spelling
3.33	Recapital letters full stops and question marks	Punct.	Gr1 2:2.3	Recognize punctuation in text	Spelling
2.71	Retrieve information (Abbreviations etc.)	Lang Use	Gr4 3:6.2	Use of the Apostrophe	Punct.
2.75	Literary devices (Proverbs)	Speech	Gr5 3:7.3	Choose vocabulary	Lang Use
3.8c1	Grammatical constructions (Passive Tense)	Verbs	Gr6 3:7c4	Lexical Features	Words
Cover Up			Librarian		
2.12b	Recognize simple words (adjectives)	Adjectives	Gr1 2:2.2	Use initial letters to recognise words	Spelling
2.21	Respond to poems (rhyming words)	Sounds	Gr2 4:2.2	Spell a wide range of words (plurals)	Spelling
3.36	Maximise to feminine nouns	Nouns	Gr3 2:3.3	Appreciate links between words and sounds	Sounds
4.3c1	Awareness of word relationships (opposites)	Pairs	Gr4 3:6.3	Review & rethink writing (descriptive words)	Adjectives
4.5a	Spell words of greater complexity	Spelling	Gr5 2:7.2	Use of literary devices – Similes	Spelling
2.8c1	Lang change over time	Lang Use	Gr6 3:7c4	Choose a literary vocabulary	Pairs
Word Fit			Cheers		
4.2c1	Spelling patterns (blends)	Words	Gr1 3.6c	Check for consistent use of comparatives	Adjectives
4.2c2	Awareness of word relationships (synonyms)	Pairs	Gr2 3.6c	Simple use of past tense	Verbs
3.33	3 Sentences a picture	Words	Gr4 3.6c1	Word play	Words
2.59	Awareness of choice of words	Sounds	Gr4 3.6c1	Paraphrase of colloquialisms	Lang Use
2.55	Unconventional spellings	Words	Gr5 3:7.2	More complex punctuation	Lang Use
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ROCKY HORRORS

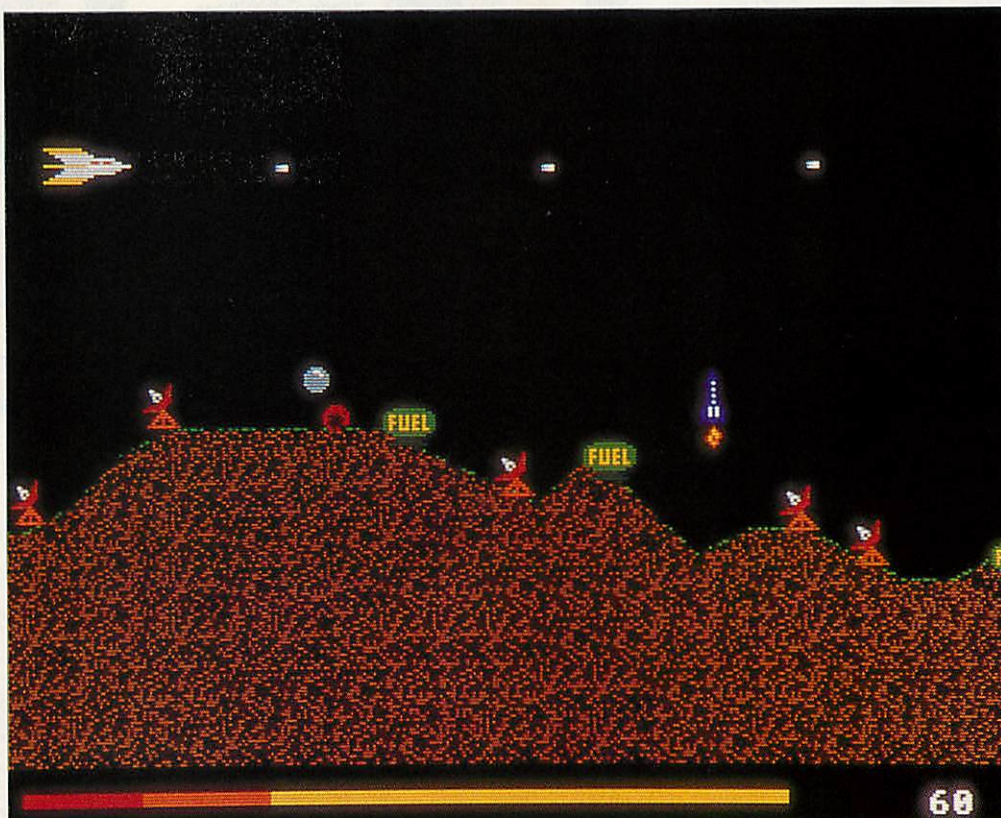
Antony Bruce Lytis puts the final touches on his smooth-scrolling masterpiece

The time has finally come to put together the bits and pieces we've assembled over these past few issues and write our complete scrolling landscape game. The resulting epic, *Rocky Trade*, (resemblance to any other game, living or dead is purely accidental) could still benefit from some refinement, but it illustrates all of the major components required for most games of its type. It is so big it would not fit on the yellow pages, so the full system will be on the subscriber's disc.

As well as landscape scrolling and sprite plotting, *Rocky Trade* features 'collision detection' – finding out which bullet has hit which unfortunate space being – and an 'alien management system'.

GAMEPLAY

The object of the game is quite simple. Using the keys shown at the start, navigate your rocket through the various sections of the landscape and destroy the (slightly) camouflaged secret nuclear base at the end. Energy is shown at the bottom; when it reaches zero your craft will 'do a SkyLab'. To refuel simply bomb/shoot the fuel dumps; illogical, but traditional. You have just three lives and must restart each mission from the beginning. There are no cheat modes but you have the source code, so invent your own.



Rocky Trade contains all the most important shoot-em-up elements

ALIEN MOVEMENT

A feature common to most games is how to keep track of all the 'aliens' or whatever nasties feature in them. In *Rocky* there are several hundred aliens waiting to appear on the screen as you fly along and it would clearly be impractical to worry about all of them all of the time. The game scrolls at 50 frames a

second and we are replotting the whole screen each frame. We therefore have to be very careful with our limited time allowance. When you add bullets and bombs to the picture, we have to be more careful still. The answer is a linked list, or rather two.

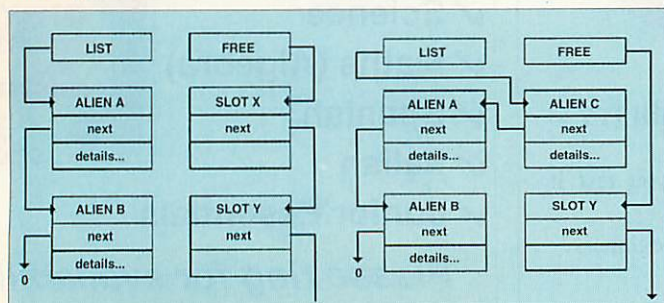
The linked list is an age-old data structure that is particularly handy in situations like this. It consists of a pointer to the first element in the list. This too contains a pointer to the next element as well as its own data. The next element contains a pointer to the third and so on.

The last element has a next pointer of zero indicating that the list is at an end. The advantage of a linked list is that an element may be added to the list – or removed – very easily. Only the pointers need to be

changed so there's no great shuffling of memory; crucial when time is of the essence.

In *Rocky*, two linked lists are maintained. One contains all the details of the currently active aliens. When an alien is created its details are added to the linked list as a new element. To make this possible a second linked list of free slots is kept. Whenever a new alien is created, a slot is borrowed from the free list and added to the active list. When an alien dies or disappears, the slot is returned to the free list so it can be used again.

In the diagram, Aliens A and B are already active and the free list contains slots X and Y amongst others. When alien C is created, the first slot in the free list is 'de-linked' and the details for the new alien are entered into it. Then



A linked list before and after the creation of an alien

it is linked into the start of the active alien list. The aliens located along Rocky's landscape are stored in sequence with a pointer to the next one that may appear.

COLLISIONS

One of the trickiest features of a game like *Rocky* is detecting when two sprites have collided. In fact, there are two distinct sorts of collision. Some sprites may collide with the background and a check needs to be made at the start of each frame to see whether this has occurred.

Secondly, some sprites may collide with others and a separate check needs to be made for this. To reduce the scale of these checks, sprites are 'classed' depending on their nature. In *Rocky* there are three classes: one contains the ship, bullets and bombs, another the nasties like rockets, fuel dumps and dishes. A final class is allocated to the meteors which are special; they are nasty but cannot be destroyed by being shot at.

For each frame, the background is plotted with a call to `copy_bank`. At this point the next frame is ready to have the sprites added to it. Next `do_alien` is called; this processes the aliens, moving them, checking for new arrivals or departures and so on. Now `back_collide` is called.

This goes through the list of active aliens, checking the class of each to see if it could potentially collide with the scenery. If so, the routine `collide_check` is called. This is very similar to the sprite

plotting routine `show_sprite` except that the screen isn't actually altered. Instead, the contents of the screen are ANDed with the sprite's mask. If the result is ever non-zero, the alien must have crashed.

Collisions between two different types of aliens are a little more complicated. First, the list is examined to find aliens of type one (ship, bullet, bomb). For each one found, the list is searched again for aliens of the other types. If found a sprite is compared with the first sprite. Initially this is done by finding the 'bounding boxes' of the two sprites – the smallest rectangles which you can be sure wholly contain the sprites. If these do not overlap the comparison need go no further.

If the boxes do overlap, further checks must be made. How accurate this check needs to be depends upon the type of game and nature of the sprites involved. In some games bombs may be set off when an alien gets near enough and this is far easier to check for than the overlap of a single pixel.

In *Rocky* however, we do things properly to show how that can be done. The two sprites are plotted on a 'mini' screen (called `small_screen`). They are plotted in the same relative positions they have on the main screen and the plotting is done in a special way. First the mini screen is cleared to zeros. Then each sprite's mask is ANDed with `&11111111`. That is, a 1 is produced for each solid pixel in the sprite. The values are literally added to the small



Scrolling backgrounds can vary a lot throughout the game

screen. Whenever two pixels overlap, the two ones of the colliding aliens will have been added to form a two. The diagram on the right shows this happening, as a bullet hits the side of a fuel dump. Because two is a different value from one, a quick check of the small screen using multiple load instructions can be made to speedily discover any overlapping pixels.

Sprite plotting was described in a previous article and the routine `show_sprite` is based on one of those earlier examples. For each sprite loaded, four versions are created – one for each byte alignment within a word – and their addresses are stored in the table `move_sprite%`.

Animation is not supported in this version, but an extension to this table could easily cater for it. By using four images, all plotting can be done in words which is much faster than bytes. Further speed increases could be achieved using LDM and STM as described previously, but LDR and STR are fast enough.

Dead aliens are plotted using a special routine adapted from `show_sprite`. The hybrid `show_sprite_dying` takes an extra parameter in R3 which specifies how 'dead' the alien is. This is used to look up a special 'fade' sprite in which the dying sprite's shape is 'covered'. The fade sprites can be found in `Sprites.Aliens`.

Sound isn't featured in this version of the game, so you'll have to wait for next month's disc for the whooshes and pings you crave.

0	0	0	0	0	0	1	1	1
0	0	0	0	0	0	1	1	1
0	0	1	1	1	2	1	1	1
0	0	1	1	1	2	1	1	1
0	0	0	0	0	1	1	1	1
0	0	0	0	0	0	1	1	1

How a bullet collides with an alien

If you really *do* want to type this listing in, send us an SAE marked *Rocky*, and we will send the complete listing.

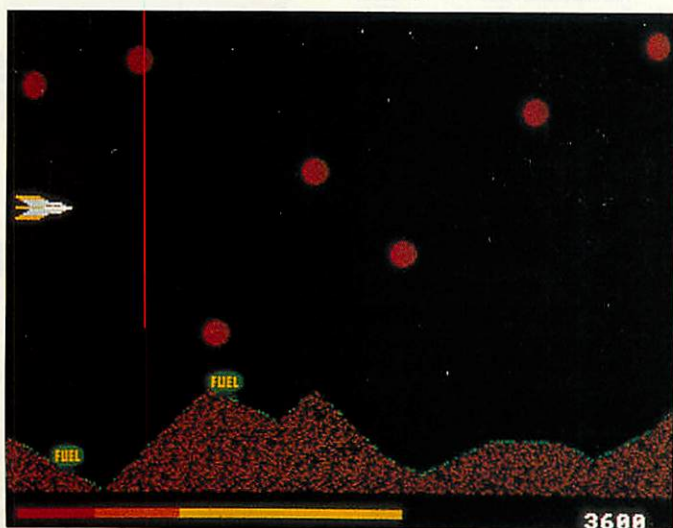
The component files are located in these subdirectories:

- \$.Rocky.Games.Rocky
- \$.Rocky.Layout.level1
- \$.Rocky.Maps.Rocky
- \$.Rocky.Movement.Aliens
- \$.Rocky.Patterns.Aliens
- \$.Rocky.Rocky
- \$.Rocky.Scenery.Land16/9
- \$.Rocky.rockypal
- \$.Rocky.Sprite.sprite

For simplicity, a directory `$.Rocky` is assumed. All the files are of the formats described in the earlier articles; refer back for details.

Rocky is the game itself and can only be run when the other files have been created. *RandScape2* is an updated version of *RandScape*, which created a random landscape for the game. For a new landscape re-run the program.

Additional code was added to populate the landscape with suitable aliens and provide the various stages. *MakeLand2* is another updated program. This creates background sprites, including some blocks for the 'city' and 'maze' sections. Finally, *RockyDat* creates the alien sprites and a data file called *RockyPal*, which defines the colours used.



Meteors can be made to behave viciously; they're indestructible

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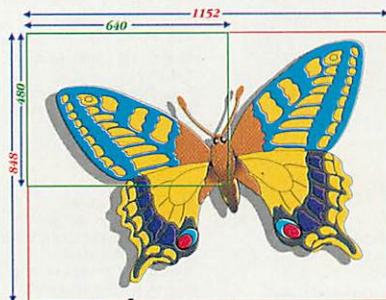
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*INFO

The two Daves present their
colour-curdling mixture of
cabbages, snake dancing and more



COLOUR SUPPLEMENT

Programs: Graduate, Select, RGBcube, HSVcone, CIE, Interpol

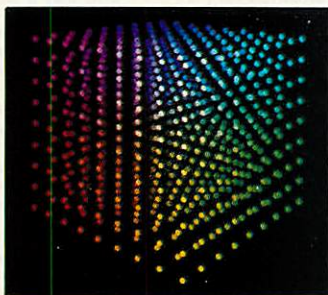
Description: Colour demos

Authors: Michiel van Schaik, DA

Machine: 32-bit

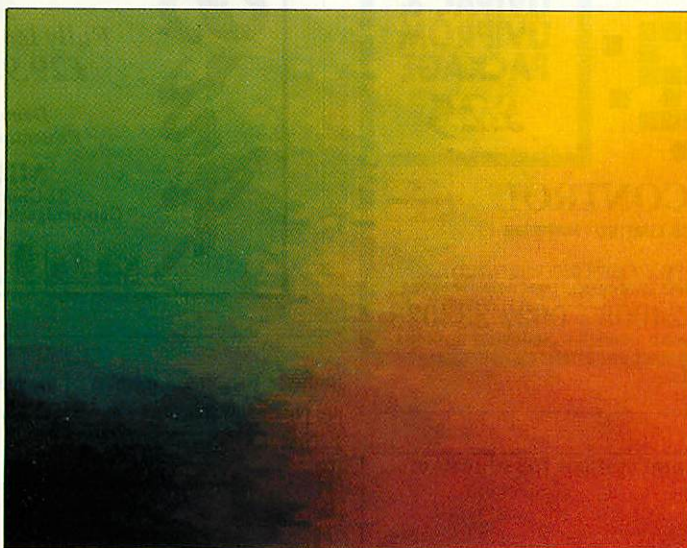
Listings: 20-120/line Basic, M/C

The good old *ColourTrans* module has undergone a bit of an overhaul in Risc OS 3.1 so we thought it was about time to do a little feature on colours; what they are exactly (there's more to it than mere R, G and B) and how to use them effectively in your own programs. This coincides with a submission from **Michiel van Schaik** of Delft in the Netherlands which demonstrates some of the new *ColourTrans* SWI calls.



The standard RGB cube

Defining colour is actually a very hard business indeed. The human eye was not designed to fit in with the metric system but evolved naturally. As a result, colour models are inevitably rather strange at first appearance, since they must take account not only of the physics involved but of the physiology too.



Graduate shows the advantages of dithering

Computers generally use the RGB (Red, Green, Blue) system of colour selection. That is, all colours are considered as being made up of red, green and blue – the three primary colours – added together in the appropriate proportions. When all three of the components are at their maximum intensities, the mixture is of course white.

The shot to the left shows the standard RGB cube, which you can plot on your machine using the program *RGBcube*. Each axis has one of the RGB components. Three of the cube's corners are thus pure red, green and blue. Three others are the secondary colours cyan, magenta and yellow, and the other two black and white.

The *ColourTrans* module was designed to take away the bother of writing colour software that could work in different screen modes. The

idea is that rather than selecting a colour yourself with GCOL or the like, you ask *ColourTrans* to do it for you by providing it with the 'perfect' colour you desire in terms of red, green and blue. The simplest *ColourTrans* call is perhaps ...

```
SYS "ColourTrans_SetGCOL", &BBGGRR00
```

... which takes red, green and blue values, each in the range 0-255 – combined into a single word for simplicity – and chooses the nearest available colour it can find. This has the added advantage that when graphics hardware improves, software selecting colours via *ColourTrans* will automatically take advantage of the improvement without any modification.

Other *ColourTrans* calls exist to choose colours and to build colour translation tables

for sprite plotting. These have all been featured in *INFO in the past.

One of the most useful extensions in the new *ColourTrans* is the ability to select 'dithered' colours, that is, ask *ColourTrans* to mix colours to get a better approximation if it can. This is done by setting bit 8 in R3.

Michiel van Schaik's program, *Graduate*, shows the advantages achieved using dithered colours. Two 'maps' showing red content against green are plotted, one of which is dithered and one not. Note how much smoother the changes are.

The program *Interpol* is another example. Select the colours on the left and right by dragging their R, G and B bars. The program then interpolates between them. Change the number of steps with + or -



Interpol: how to get from R to B

and switch the dithering on and off with D. You may notice that the improvement is particularly good with flesh colours.

RGB is only one way of defining and choosing colours. Because monitors display pictures by means of red, green and blue dots, it is the natural system for computers. Not

only this, the three types of 'cone' in the retina also correspond to these three primary colours.

There are many other colour systems around, however, and *ColourTrans* now provides calls to convert between RGB and the most common of the other systems.

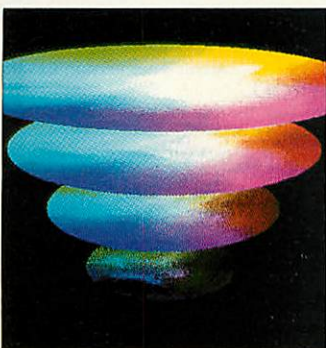
CIE

You may recall a program a good while back in **INFO* that showed the so-called CIE chromaticity diagram.

In order to define all light sensations we might perceive with our eyes, the Commission Internationale L'Eclairage produced a new standard way back in 1931.

The resulting diagram, an odd horseshoe-shaped affair, showed all the 'chromaticities' that the human eye could perceive. Colours may be thought of as a chromaticity – which is, loosely speaking, what makes a red red or a green green – and a luminance which is how 'bright' that colour appears.

Colours with the same chromaticity but different luminances are mapped onto the same point in the CIE diagram. Each colour is defined in terms of three 'primaries'; X, Y and Z. These are themselves, oddly enough, all outside the visible range.



Cross-sections of the HSVcone

One clever thing about the CIE diagram is that if you take any two points within it, all the colours that lie along the line drawn through those points can be made from combinations of those two colours. This can be extended by picking three points. The triangle formed as a result contains colours which can be made by combining the three corner colours in appropriate proportions.

The range of colours your RGB monitor produces can be defined as such a triangle within the CIE diagram. It is interesting to note that there are some colours that simply cannot be defined using RGB and are therefore not displayable. Printing processes and film are also limited in the number of colours they can produce and are shown as a subset of the complete CIE diagram.

The program *CIE* plots that part of the diagram the RGB system can represent. It uses the call ...

SYS "ColourTrans_Convert CIEToRGB",X,Y,Z TO r,g,b

... which takes three CIE primary co-ordinates X, Y and Z and attempts to convert them into red, green and blue values. Not all may be converted, and only valid RGB values are displayed.

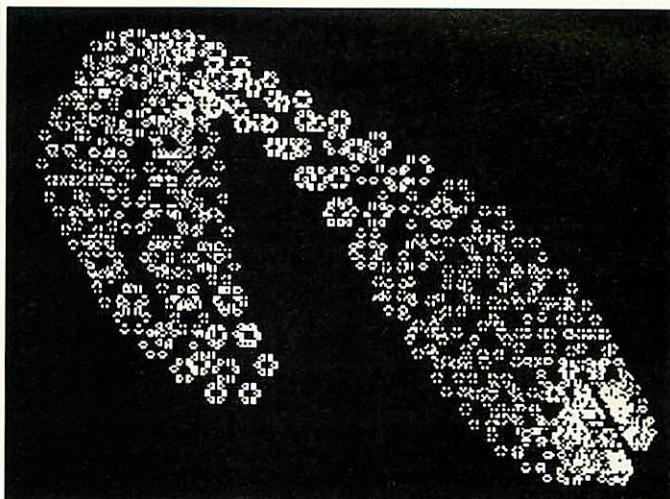
The result is a slightly tilted triangle of colour. The program is in machine code because there are an awful lot of X,Y and Z combinations to go through and it isn't very intelligent. It still takes quite a long time to plot the chart, so be patient.

HSV

This is quite an intuitive system. Unlike the RGB cube, colours are represented as a hexagonal pyramid or cone. The program *HSVcone* plots some cross-sections of this cone so you can see the idea. Dithering is used for good effect, and each of the sections is circular rather than hexagonal, which makes it much easier to code.

It should be clear how to use the relevant *ColourTrans* calls by looking at the listing. *HSVcone* currently runs in Mode 15 but you can change to Mode 21 for a better result on multisync monitors.

In the HSV system, the V stands for value and runs from 0 at the point of the cone to 1 at the base and is measure of the intensity of the colour. S is saturation and is the distance from a colour to the central axis of the cone. A saturation of 1 corresponds to a pure colour and areas of this saturation are found on the outside of the cone.



Recursive hexagons meet Lissajous patterns in Snake

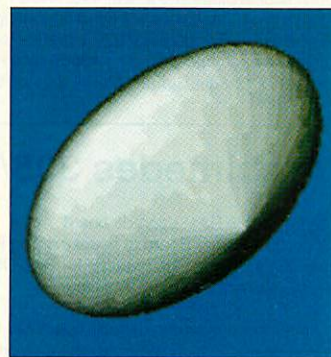
Moving towards the central axis, S decreases and colours change much as you would expect by mixing a coloured paint with more and more white. Hence, the central axis of the cone runs from black to white. H is the hue and is defined as an angle around the cone. Looking down at the point of the hexcone, it appears exactly as the RGB cube when looking at the black vertex.

CMYK

This is yet another colour system designed for the printing industry. Colours are defined as being made up of different amounts of the secondary colours cyan, magenta and yellow. The system is subtractive rather than additive. That is, colours start off at white and quantities are subtracted until the desired effect is achieved (in printing you start off with white paper of course).

Each secondary colour can be thought of as being NOT a primary colour, so cyan is NOT red and (R=1,G=0,B=0) therefore corresponds to (C=1,M=0,Y=0). That is, increasing C decreases R equivalently. In fact, only two of the C, M and Y values need to be used at one time. The fourth parameter, K, is subtracted from each component of the final colour.

For example, (C=0, M=0, Y=0, K=0) is white, (C=0, M=0, Y=0, K=1) is black, (C=1, M=1, Y=0, K=0) is pure blue, (C=0.5, M=0.5, Y=0.5, K=0.5) is half-blue. The cyan and magenta components here subtract red and green respec-



A 2,400-faced polygon tops it all

tively from the white, leaving just the blue.

So that you can play about with the different systems, try the program *Select* from Michiel. Here a colour is shown together with its RGB, HSV and CMYK components. Drag whichever you like and watch what happens to the others. Note that if you try to increase C, M and Y the program will react by increasing K. The value of K also imposes a limit on the C, M and Y components.

SNAKE DANCE

Programs: Snake, Top

Description: Graphic demos

Author: Jan Vlietinck

Machine: 32-bit

Listings: 160, 520 lines M/C

Here are two more zippy machine-code demos from regular Jan. *Snake* is a very pretty piece of recursion. The snake consists of hexagonal stars, plotted recursively. These are zoomed sinusoidally and the whole pattern moves along a Lissajous path. Move the mouse to move the snake and press a button for a new Lissajous figure.

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Each frame consists of 32 stars and each of these is constructed with about 200 points. On Jan's A4000 these can be plotted comfortably plotted within a frame.

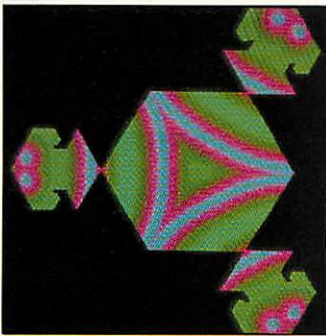
Top is a 3D demo, displaying a solid top that consists of no less than 2,400 faces. These are shaded accordingly using a fixed light source. Move the mouse around to change the point of view.

The shading of a polygon is achieved by calculating the z component of its normal, multiplying this by a precalculated normalisation factor – the inverse of the surface of the polygon – and using it as an index value to look up an entry in a colour table.

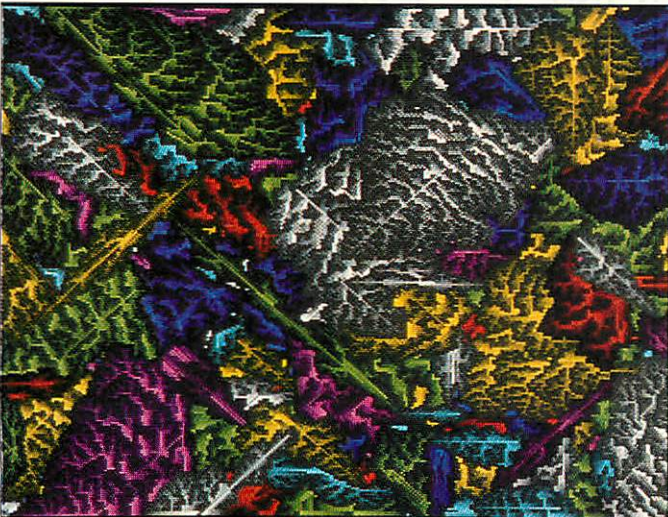
Because hidden facets aren't shown, only about 1,200 need to be shown at any one time. Arm3 users might like to increase the number of polygons by changing the values of m1 and m2.

VIBE-RANCY

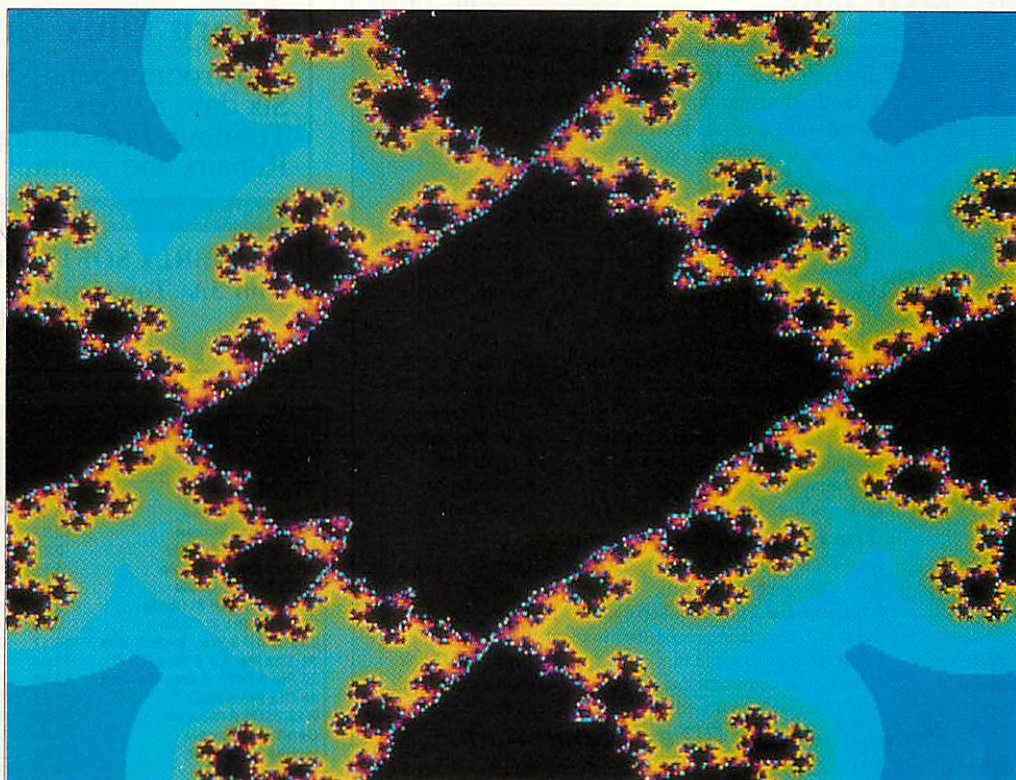
Program: Cabbage, Pulsar
Author: Jan Vibe
Description: Graphic demos
Machine: 32-bit
Listing: 50 & 130 lines Basic



From pulsars...



... to cabbages as Jan Vibe roams the cosmos in search of who knows what?



Michael Rozdoba's mix of the Julia and Mandelbrot sets makes clear the relationship between them

Scarcely an issue can go by at the moment without a little ditty or two from our resident graphics-mad Dutchman Jan Vibe. This month is no exception, and Jan has provided two excellent demos for your delectation.

The first was originally entitled *Texture*, but we felt that *Cabbage* was a much more descriptive name. The program will work in either Mode 13, or Mode 21 if you have a multiscan monitor. Apart from that, there isn't really much else for us to say, except to wonder whether this is the first of the spring crop of vegetable

simulators. When will we see the first fractal turnip?

Jan's second program, *Pulsar*, 'Displays a pulsating, ever-changing, pattern symmetric about two, three, four or five axes'. The program uses 16 colours and it will run quite happily in Modes 12, 20 or 31. You are prompted to select a polygon to draw which then controls the number of axes of symmetry in the finished pattern. Jan recommends you try the hexagon first. In Jan's words:

'The figure is made by defining an angle and constructing a triangle with two points resting on the X-axis of the co-ordinate system and the third point defined by the angle.

'This triangle is sub-divided by a recursive procedure until the triangle is made into a sufficient number of smaller triangles. These triangular 'pixels' are then coloured according to a mathematical formula. The triangle is mirrored in the X-axis and turned round the co-ordinate system until a solid polygon is constructed.'

The figure is constantly animated by cycling the colours using Jan's cunning rotating method that we have covered before in *INFO.

UP THE QUASI

Program: QuasiJ+M
Author: Michael Rozdoba
Description: Fractal pictures
Machine: 32-bit
Listing: 135 lines Basic/185 lines machine code

Mandelbrot and Julia set generators are among the most common submissions to *INFO. We've covered them so many times that we rarely give a disc labelled 'Julia' or 'Mandelbrot' a second look. Our policy on repeating features is quite simple; if a submission is in some sufficient way faster, shorter or different from the last one we carried, we will include it in *INFO.

Michael Rozdoba's quasi-Mandelbrots and Julias fit into the last category. The mathematics that lies behind the program is a little complex, so we'll leave it up to Michael to explain what is involved:

'*QuasiJ+M* generates images that resemble those of the Julia & Mandelbrot sets for the iteration of the map...

$$z \rightarrow \{ \text{Re}(z^2) + i.\text{Im}(z^2) \} - c$$

... where c is a complex parameter & z is a complex variable. The letter i denotes

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Author **Dirk-Willem van Gulik.**

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DrawFiles	Cartoon and game characters.	Thomas Whittaker
!Bricks	A small but excellent demo.	Michael Porter.
!ImpCompr	Compress those Impression files automatically. Requires !SparkFS.	Jonathan Marten.
!TheFace	A funny animated pointer.	The Loris
Morse Code	An Outline font. Teach yourself Morse.	Michael Jackson
!PyPipes	A very addictive game.	Andrew Cawte.
!Player2	Tracker player and module.	Hugo Fienness
!FracLand2	Design / manipulate fractals landscapes.	Peter Millerchip
!Menon 2.06	An application launcher. Invaluable.	Joris Rölting.
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!SupRender	Converts draw to sprite files.	Ferdinand Oeink
!LineEdit	A very good command line editor.	Richard K Lloyd
!Zap	Fast Text and Memory editor.	Dominic Symes.

Recommended PD and Shareware.

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- Clip Art 31,32 & 33** - Hundreds of first class archived draw files.
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- Demo 25** - !Brat. This must be one of the best animations on the Arc. Get it!!
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SQR(-1), the basis of complex number theory, $\text{Re}(z)$ means the real part of z & $\text{Im}(z)$ means the imaginary part of z . Compare this method with the familiar Julia sets & the Mandelbrot set, which result from the iteration of...

$z \rightarrow \{+i.\text{Im}(z^2)\} - c$,
[that is, $z \rightarrow z^2 - c$]

'When in Mandelbrot mode, *QuasiJ+M* can be used to explore the Mandelbrot set for this function and to select the parameters that will produce interesting images that you can then feed into the Julia generator.

'Support for a reasonable degree of zooming is permitted, although this is limited by the fixed-precision arithmetic I have used to maintain good speed of image generation.

'Images can be generated in any usable 16-colour screen mode & may be saved into the current directory afterwards. I recommend Mode 9 for browsing & Mode 12 (or 20 if you have a multisync, 31 for Risc OS 3.1) for generating final images.

'To use *QuasiJ+M* double-click on the Basic file and select if you wish to start with Mandelbrot or Julia. In the latter case you will be prompted for a pair of parameters. The appropriate set will then be drawn.

'Pressing S saves the image into the current directory; press N to enter a new screen mode. Space lets you zoom in on the current image using the mouse; Select reduces the size of the target window; Adjust increases it; while Menu starts image generation for the target window selected.

'Alternatively, pressing I lets you type in manually a new set of window co-ordinates. Finally, keys J and M swap between plotting the Julia and Mandelbrot set. When going between the Mandelbrot and Julia sets, the Julia set parameters are taken from the current Mandelbrot view.'

SQUIGGLE REVISITED

Program: Squiggle1

Author: Alan Beasley

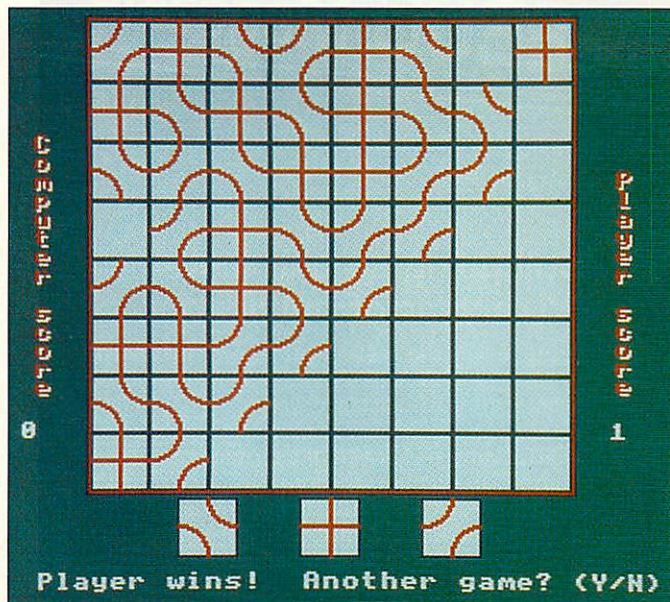
Description: Computer-play routines for Squiggle game

Machine: 32-bit

Listing: 240 lines Basic

In the July 1991 issue, we carried a two-player game by Barry Wickett called *Squiggle*. At the time we asked if anyone could come up with a set of routines that would allow the computer to play. Well, it's taken nearly two years, but Alan Beasley has done just that. For those in the dark, the game takes place on a square board and starts in a corner square.

Two players then take it in turn to play one of the three



Squiggles can now give you a real run for your money

pieces shown, such that it continues the path already laid. You win if you make the path reach the opposite corner from the start and lose if you make it lead off the side.

Barry explains: 'In my first attempt, the computer moved in a randomly selected direction, simply avoiding paths that lead off the board. This proved very easy to beat. A little analysis reveals that the winning strategy – provided no intermediate squares have been visited already – is: If the number of the moves to the right and up is odd then move right or up, otherwise move left or down. This version of the program was not very successful either.

'I then tried combining these two methods and determining the computer's move by picking one of the methods at random. This seems to provide quite a playable game. Although it is almost impossible for the computer to win by reaching the target square – as the player can usually baulk it at the last moment – it is quite difficult for the player also and more often than not the game develops into a cat-and-mouse chase in which the loser finally gets trapped on a square from which all the exits lead off the board.

'It is very easy for the player to make a mistake during the end-game when most of the board is covered by a spaghetti-like line, whereas the computer will never make a wrong move.'

DANCING & SKATING

Program: Dancer & Skater

Author: Mark Hobson

Description: 'String-thing' graphics

Machine: 32-bit

Listing: 50 & 60 lines Basic

One of the most popular one-liners we have published was *StringThing*, which has reappeared in a number of weird and wonderful incarnations. Mark Hobson's programs both use the same sort of routine as *StringThing* but with stronger negative gravity. This is used to calculate the backbone of the figure.

The arm and leg positions are calculated from different parts of the backbone. The mouse is used to control both the figures. *Skater* is identical to *Dancer* except that he/she has a skateboard, a floor, gravity and a box to jump over.

* QUIT

Listings, applications, hints, tips, requests are always welcome.

All but the shortest listings should be on disc together with a description. And *please* write your name and address on all discs. A stamped, self-addressed envelope will ensure the return of your disc. If you are a particularly young (or old) reader please let us know your age.

Send your submissions to:
*INFO, Acorn User, Redwood Publishing, 101 Bayham Street, London NW1 0AG.

HINTS AND TIPS

● A quicky from Geoffrey Lane. He reminds us that in *Draw* it is possible to use the cursor keys to move the pointer as well as the mouse. This allows objects to be positioned with much more precision. This function also works when using the 'edit' option, but the mouse Adjust button must be kept pressed.

● From Mike Williams, a useful extra facility for the *DrawItalic* program featured in the December issue. If you want drop shadow letters that really stand out, take some text in an outline font and convert it to a path. This can be achieved with *Draw3*, *Draw+* or *Artworks*. Set the line colour to black and the fill colour to white then save it. Run *DrawItalic*, set the nib thickness to zero. The nib width controls the depth of the 3D effect; experiment for the best results. Now load both files back into draw and position it exactly over the top of the italicised version. Precise positioning can be achieved by using a grid of the same value as your nib width and using 'snap to grid'.

● Finally, from Duncan Breckels, a hint for running *The Train Game* from the desktop. First create an application directory with a suitable name and design and save a *!Sprites* file. Place a copy of the game in the directory and call it *!RunImage*. You might also like to place a copy of *65Tube* there. The *!Run* file you need is then:
RMEnsure 65Tube 0 RMLoad <Obey\$Dir>.65Tube
Key 0 *Run <Obey\$Dir>.!RunImage!M
FX 138,0,128
EmulateTube

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BEGINNERS' BIT

Variable names ending with a dollar character (\$) are used to hold 'string variables'; computer-speak for words. They are called strings because they consist of a string of characters. They can be assigned, INPUTed and PRINTed in much the same way as ordinary numeric variables. It is also possible to add two strings together with the + operator; sadly, no other numerical operators will work. However, there are a handful of functions provided by Basic specifically for handling strings in interesting ways.

Starting from the simplest, we can find the length of a string with LEN. This takes a single string variable as an argument and returns the length of the string as its result; for example, LEN("Acorn") = 5. In practically all cases the brackets are optional. Two other functions exist for converting strings into numbers. The first function, VAL, treats as much of the string as it can as a number and then returns this as its result. Hence VAL"12" is 12, VAL "10 green bottles" is 10 and VAL "Nothing" = 0.

Unfortunately (you might think) VAL "3*2" is 3 rather than 6, but this is where the next function, EVAL, comes in. This can be passed a string that can contain any valid expression (as you might see in an assignment for example). You are free to use numbers, numerical operators, other functions such as SIN and COS, user-defined functions with FN and even variable names. It is therefore perfectly legal to have the line: EVAL"2*COS(theta)+3*SIN(theta)". You can even EVALuate expressions with string variables in them: EVAL"a\$+b\$". One quite common use for this enables you to have a routine that can easily execute a number of different subroutines without a complex CASE statement:

```
INPUT "Name of function ";f$
dummy=EVAL("FN"+f$)
```

This type of structure can often be seen in *INFO programs. It is also possible to convert numerical variables into strings. For this we use the function STR\$. This is exactly the opposite of VAL. STR\$(12)="12", thus n=VALSTRn. Once a number is stored as a string, it can be manipulated by all the other string functions which makes it easy to perform functions such as centring or right justifying; we will see routines for these two in a while. As a simple example, LENSTR\$num will return the number of digits in the number.

Moving on, it is often quite useful to generate a string of identical characters, for deleting a line of text on screen for example. To save having a FOR...NEXT loop such as...

```
FOR i=1 TO 40
  PRINT " ";
NEXT i
```

... you can use the single statement: PRINT STRING\$(40," "); As you can probably guess, STRING\$ repeats a given string a given number of times. The only limitation is that the resulting string must be less than 256 characters long.

The next group of functions all perform string chopping to extract 'sub-strings'. Given the string a\$="BBC Acorn User", then LEFT\$(a\$,3)="BBC", RIGHT\$(a\$,4)="User" and MID\$(a\$,5,5)="Acorn". In other words, LEFT\$ extracts the leftmost 'n' characters from the string, RIGHT\$ takes them from the right and MID\$ takes them from the middle. In the latter case the two parameters are the start character and length respectively. Thus MID\$(a\$,11,2)="Us". It is possible to leave off the length parameter, in which case the rest of the string is returned, so MID\$(a\$,11)="User" (the same as RIGHT\$(a\$,4)).

You can remove a single character from the middle of a string by modifying this slightly; to delete the nth character from a\$...

```
LEFT$(a$,n-1)+MID$(a$,n+1).
```

Two common requirements of these functions have been allocated a shorthand notation. To find the rightmost character in a string (normally written RIGHT\$(a\$,1)) you can miss out the ,1 and just write

RIGHT(a\$). Likewise to remove the last character from a string (for which you'd have to write LEFT\$(a\$,LENa\$-1)) you can use the much simpler LEFT\$(a\$).

One of the many enhancements made to Basic in Risc OS allows us to overwrite portions of strings using these same three functions. The expression, LEFT\$(a\$,3)=b\$, will replace the first three letters of a\$ with the first three letters of b\$. If b\$ is less than three letters long, then only those characters up to the length of b\$ will be overwritten. Fairly obviously you can use RIGHT\$(a\$,3)=b\$ to overwrite the last three characters in a\$ and MID\$(a\$,2,3) to overwrite the second, third and fourth.

I mentioned centring and right-justifying earlier on in reference to printing STR\$ed numeric variables, of course the same routines will work for ordinary strings. Centring first, then...

```
PRINTTAB((width-LENa$)/2);a$
```

... this is very straightforward; we take the length of the string to print and subtract it from the width of 'field' in which we are centring it. This number is amount of white space either side of the string. This is divided by two and uses a parameter to TAB. To right-justify a string in a field of 'width', we could use...

```
PRINT RIGHT$(STRING$(width," ") + a$,width)
```

... here STRING\$ is used to provide a padding string that would definitely be long enough even if we were printing a null string. The string to print is added to the right of this padding and then the desired number of characters are extracted from the end of the string with RIGHT\$. This method has the added bonus of printing over any characters that were previously on the screen with spaces. If you were printing the score in a game, you might want to right justify the number with zeros (e.g. Score: 0001020). In this case you'd simply replace the " " with "0". A similar procedure can be used with LEFT\$ to left justify a string within a given field and ensure the rest of the field is blank. In this case you could use...

```
PRINT LEFT$(a$+STRING$(width," "),width)
```

The final function we are going to take a look at is INSTR. This takes two strings as parameters and searches for the second within the first. If it is a valid sub-string, then INSTR returns its position otherwise it returns 0. Thus INSTR("Computing","put")=4. An extra, numeric, parameter can also be supplied, meaning the search for the sub-string starts at that character. INSTR("shipshape","sh") = 1, but INSTR("shipshape","sh",2)=5. INSTR can have many uses, partly because it can take away the need for writing array searches, for example...

```
REPEAT
  INPUT "Enter month (e.g. jan) : ";month$
  month=INSTR(" jan feb mar apr may jun jul aug sep oct nov dec ",
  " "+month$+" ") - 2
UNTIL month MOD 4 = 0
PRINT "Month number: ";(month DIV 4) + 1
```

One quite common use of INSTR, in *INFO at least, appears after a menu...

```
PRINT "(L)oad (S)ave (P)rint (E)dit (Q)uit : ";
REPEAT
  opt=INSTR(" LIsSpPeEq",GET$) DIV 2
UNTIL opt > 0
IF opt=1 PROCload
IF opt=2 PROCsave
```

This makes for a very short, neat and idiot-friendly system. Upper and lower case are catered for and you could quite easily change the keys without the need for lots of alterations to the IF statements.

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```
ADFS::16_56_Sat.$!Librarian.c.pr
/* Set transformation matrix, and position.
 * "pagestr" contains the page parameters, "po:
 * draw units, and is updated. "box" points to
static void print_set_page(s_pageview *pv, prin:
oxtyp *box)
{
  #if 1
  draw_bboxtyp *paper = (draw_bboxtyp *)&(pv->d:
  #else
  draw_bboxtyp *paper = (draw_bboxtyp *)&(pv->:e:
  #endif
  draw_bboxtyp pagelimit ;
  draw_bboxtyp visiblelimit ;
  draw_bboxtyp page ;
  rotate ;
  BOOL
```

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This is the second to last article in this series, so I am going to finish off with a summary of everything I've talked about to date this month and a question and answer page about machine code next month. After that, you're on your own.

The Arm processor has a 32-bit data bus, allowing it to handle 32-bit numbers (up to 4,294,967,296 in decimal). It has 16 data registers, one of which (R15) is a dedicated program counter (pc) and another (R14) which doubles as the 'link' register on a subroutine call. The other 14 are undedicated and can be used freely. A number of conventions are usually adhered to about some of these, however, the only one you are likely to run into at this stage is the stack pointer (R13).

Arm instructions generally consist of two or three registers and sometimes a shift value. The destination register is always on the left and source registers on the right, so instructions could be thought of as direct translations of their mathematical counterparts (for example: $x=a+b$ -> ADD x,a,b).

Registers can be loaded with immediate constants using MOV for positive numbers or MVN for negative numbers. A wide range of constants can be used because of Acorn's clever use of the 12 bits available for the constant. Eight bits are used to represent the data part of the number and the other four are used as a shift. In general you don't need to worry about this,

If you get a 'bad immediate constant' error, you've tried to load an illegal value and you'll either need to load it from memory or generate it in some way. The instruction MVN behaves the same as MOV except it loads the logical inverse of the number you supply (meaning NOT).

Instructions exist for simple mathematical manipulation: ADD and SUB should be self-explanatory. There is also a Reverse SuBtract (RSB) instruction which subtracts the first register from the second. Versions of these also exist which make use of the carry flag (ADC, SBC and RSC), which allow you to extend the 32-bit limit of calculations.

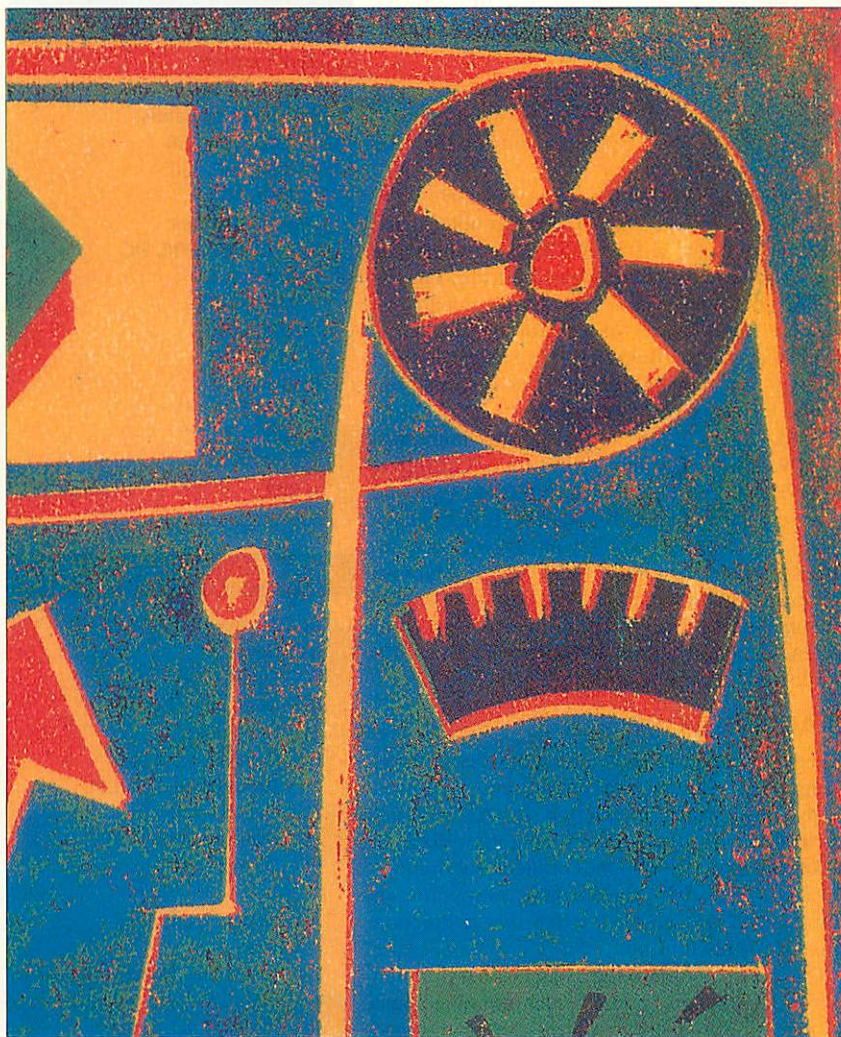
ROLL OUT THE BARREL

All of these instructions can have an optional shift applied to the second source register by means of the barrel shifter, which is one reason why there is a RSB instruction. This can take any of the forms ASL, ASR, LSL or LSR - which mean Arithmetic or Logical shifts Left or Right - followed by an immediate constant shift value or a reference to a further register.

This shift takes no extra time to execute and it can thus be used to great effect in calculations. A right rotate is also allowed (ROR). There is no explicit left rotate instruction; you have to use ROR 32-(left). An extra rotate, RRR, or Rotate Right with eXtend performs a 33-bit rotate including the carry flag.

Two multiplication instructions are provided, MUL and MLA. MUL takes two operands - but no shift - and simply multiplies them together. MLA takes three, multiplies the first two and adds the third, but again no shift is allowed.

Bitwise logical functions are supported with AND, ORR and EOR, all of which perform as expected. The 'opposite' of ORR, which sets bits,



PAUL SCHOFIELD

ASSEMBLY LINE

Dave Lawrence
sums up a year of
machine code as
Assembly Line
draws to a close

is BIC, which clears specific bits. It is exactly equivalent to OR NOT. Shifted operands can freely be used with these operators.

As it stands, the Arm will execute every machine code instruction as it comes to it. It is possible to change this - without using branching instructions, which we will come to in a while - by using conditional execution. A total of 16 condition codes are supported by the Arm chip. By adding one of these condition codes to

the end of an instruction, it will only be executed if the chip's status flags are in the appropriate state.

These flags can be set in a number of ways, the most common of which are by adding an 'S' to an instruction, or by using one of the four comparisons available.

Adding an S will set the flags according to the result of the instruction, so, for example, if the result is zero, the Z flag will be set, which can then be detected and acted on by using the EQ or NE condition codes. The four comparisons allow a finer degree of control over what is compared. CMP compares a register with a constant or another register, CMN is similar but is used for negative comparisons.

Unlike MVN, CMN compares the numerical negative of the operand rather than the logical inverse. TEQ is a slightly more refined CMP and only sets the Z flag (it stands for Test EQuivalence). It is useful when you do not wish to affect the other condition flags. TST is a bitwise comparison performing an AND on its operands but not storing the result anywhere (for completeness, note that CMP and CMN perform a SUB but do not store the result).

BRANCHING OUT

When you need to take more drastic steps in changing the order of execution, you will need to use the branch instruction B. As with all instruction you can add any condition code to make this into a conditional branch. Subroutines are also handled by the Branch instruction, so you need to add an L to make this instruction into a Branch with Link.

This is exactly the same as an ordinary branch except the old program counter is copied into R14 (the link register). Control can be returned to the calling routine with the instruction MOV PC,R14. If you wish to preserve the original status flags you can add an S to the MOV. If your subroutine needs to call a further subroutine, you will need to make use of the stack; more on this below.

Data can be transferred between the Arm's registers and the memory using either the LD (load) or ST (store) instructions. They come in two flavours, the vanilla flavour, LDR for handling single words and the super-duper chocolate fudge sundae flavour, LDM for dealing with multiple registers. LDR (and STR) actually have a little extra hidden up their sleeve; they can also transfer single bytes by adding a B. In this form they can load and save bytes from any memory location.

When dealing with whole 32-bit words – meaning, without the B – they only work as you expect on word boundaries (meaning addresses divisible by four). The source of a load (and the destination of a store) must be an 'indirected register'. In other words, a register must be set up to contain the address you wish to access, which is represented by putting the register in square brackets.

Pre- and post-indexing is supported, which allows you to add a constant to this register before or after the access to memory is made. Pre-indexing is represented by including this offset – which can be a constant or a register with an optional shift – within the square

ARM INSTRUCTIONS

Data transfer:
MOV, MVN

Arithmetic operators:
ADD, SUB, RSB
ADC, SBC, RSC
MUL, MLA

Logical operators:
AND, ORR, EOR, BIC

Data storage:
LDRB, STRB
LDR, STR
LDM, STM

Branching:
B, BL

Other:
ADR
SWI

ARM CONDITION CODES

AL Always (The default)
NV Never
EQ Equals (Z set)
NE Not equals (Z clear)
CC Carry clear
CS Carry set
MI Minus (N set, i.e bit 31)
PL Plus (N clear)
VS Overflow set
VC Overflow clear

For comparing unsigned numbers:

LO Lower than (same as CC)
HS Higher/Same (same as CS)
HI Higher (C set, Z clear)
LS Lower/Same (C clear, Z set)

For comparing signed numbers:

LT Less than
GE Greater/Equal
GT Greater than
LE Less/Equal

LDM/STM SUFFIXES

STMFD	STMDB	②
LDMFD	LDMIA	③
STMFA	STMIB	①
LDMFA	LMDMA	④
STMED	STMDA	④
LDMED	LDMIB	①
STMEA	STMIA	③
LDMEA	LDMDA	②

LDM/STM TYPES

① ADD reg,reg,#4 : LDR a,[reg]
② SUB reg,reg,#4 : LDR a,[reg]
③ LDR a,[reg] : ADD reg,reg,#4
④ LDR a,[reg] : SUB reg,reg,#4

brackets separated from the 'address register' by a comma. If you add an '!' after the closing square bracket this constant will be permanently added onto the address register; this is called write-back. With post-indexing the offset is put after the close bracket and write-back is assumed (it wouldn't make sense without it). Both of these forms of indexing come 'for free' and take no extra time.

The chocolate fudge sundae variety of transfer, which amounts to the instructions LDM and STM, take a single register as an address and a list of registers – in curly brackets – to store starting at that address. This can either be represented singularly (R0,R1,R2) or in shorthand (R0-R2). The action to take between the storage of each register needs to be specified, which is achieved by adding a couple of characters to the LDM or STM.

Two instruction notations are supported; one designed for stacking registers and the other for data transfer, there is no actual difference in the instructions assembled, but it does make code easier to write (and read). Tables three and four show the various types and their equivalents in each notation; in essence the suffix dictates which instructions in table four are executed.

GETTING WRITE-BACK TO YOU

Write-back is also supported by adding a '!' to the name of the address register. You will often see subroutines that stack the registers they use at the start – so they are not corrupted on return to the calling routine – along with the link register and restore the same registers and the PC on return, to return to the calling routine. An extra ^ after the list of registers will restore the original values of the processor status flags as well (in much the same way as the line MOV PC,R14).

One common function needed is not actually provided by the Arm, but is supported by most assemblers. As you must provide an address register when using LD and ST, a means of pointing a register at an address is needed. ADR does just that. It takes a register as an address as parameters and assembles a suitable ADD or SUB instruction with the PC as the other parameter so that the destination register contains the desired address. Obviously the address needs to be at an offset that can be assembled into a 12-bit constant or you will get an 'outside address range' error.

The only other instruction you are likely to meet is SWI, which is the magic one that gives you access to all the wonderful operating system routines. You will have seen a few over this series, but a full list is slightly beyond the scope of this article.

THE END IS NIGH

That's the end of our whistle-stop tour of simple Arm programming. If you have any queries, please refer to the relevant issue for more details. Or, if you are still stuck, please write to me care of *INFO at the usual address and either Dave Acton or I will do our best to help you. As I said at the start, next month will be a question-and-answer page covering the queries I have received about Arm programming over the last few months.

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DISC CONTENTS: MAY 1993



MENU

The Acorn User disc menu makes the subscriber's disc a pleasure to use. Run the programs of your choice quickly and easily or, if you're perplexed, get instant on-line help



DALEK

Time to hide behind the sofa. Well, please don't, because Peter Clements' Dalek animation, complete with sampled sound effects and ray traced graphics, is a joy to behold. The application has been compressed using Computer Concepts' Compression, and decompression is fully automatic. Turn to page 68 to find out how Peter recreated the scourge from planet Skaro



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*INFO

You could say this contains the usual concoction of the wacky and wonderful, but there's nothing predictable about this month's *INFO. From Jan Vibe's computer-generated cabbages to the artificial intelligence routines underlying Barry Wickett's board game *Squiggle*, there are ideas here in massive profusion. You'll find this phantasmagoric feast on page 103

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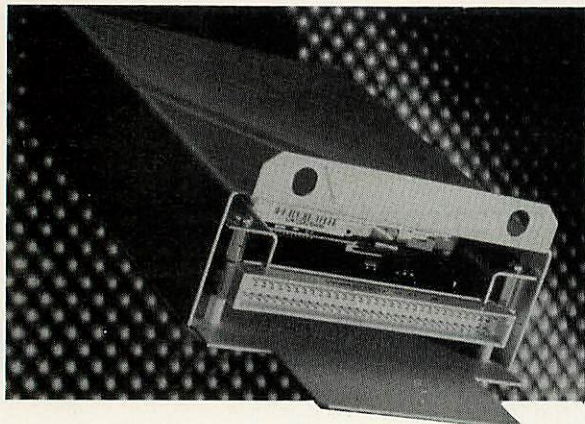
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Free programs for you to type in and use

COMPATIBILITY CHART

Use this chart to check if a program will work on your machine. There are two columns, one for eight-bit machines like the Model B and Master 128, and one for 32-bit machines, like the A3000, A400 or A3010. If there is a star for the program in the column then it will work on your machine. Special exceptions and hardware requirements are listed as foot notes at the end of the table.

Article	Program Name	8-bit	32-bit
BJÖRN AGAIN (page 93)	Pong		*

*INFO (page 103)

Info1	Graduate	*
Info2	Select	*
Info3	RGBcube	*
Info4	HSVcone	*
Info5	CIE	*
Info6	Interpol	*
Info7	Snake	*
Info8	Top	*
Info9	Cabbage	*
Info10	Pulsar	*
Info11	QuasiI+M	*
Info12	Squiggle1	*
Info13	Dancer	*
Info14	Skater	*

*INFO

Listing Info1

```
10 REM >Graduate (Info1)
20 REM By Michiel van Schaik
30 REM For 32-bit machines (R03.1)
40 REM (c) BAU May 1993
50 :
60 MODE 15
70 OFF
80 SYS "OS_SWINumberFromString", "Col
ourTrans_SetGCOL" TO set_gcol%
90 step%=4
100 FOR dither%=0 TO 1
110 ORIGIN 640*dither%,0
120 action%=dither%*4100
130 FOR red%=0 TO 255 STEP step%
140 FOR green%=0 TO 255 STEP step%
150 col%=(red%<<16)+(green%<<8)
160 SYS set_gcol%,(red%<<8)+(green%
<<16),,,action%,0
170 RECTANGLE FILL red%*2,green%*2,
2*step%-1
180 NEXT green%
190 NEXT red%
200 NEXT dither%
210 END
```

Listing Info2

```
10 REM >Select (Info2)
20 REM By Michiel van Schaik
30 REM For 32-bit machines (R03.1)
40 REM (c) BAU May 1993
50 :
60 MODE 15
70 IF MODE=21 VDU 23,17,7,%110,8,16;0
80 *POINTER 1
90 MOUSE ON 1
100 PROCinit
110 PROCrgb_to_hsv
120 PROCrgb_to_cmyk
130 PROCdrawbars
140 REPEAT
150 MOUSE x%,y%,b%
160 IF (b% AND 5)>0 PROCclick(x%,y%)
170 UNTIL (b% AND 7)=7
180 MODE 0
190 END
200 :
210 DEF PROCinit
220 DIM x%(9),y%(9),c%(9),v%(9),
bar$(9)
230 x%=(656,656,656,96,96,656,96,656,
96,656)
240 y%=(864,736,608,448,320,320,160,1
60,32,32)
250 l%=(511,511,511,1071,511,511,511,
511,511,511)
260 c%=(00000F000,00F000000,0F0000000
,0F00F0000,0F00F0000,0F00F0000,0F00F0000
,0F000F000,000F00000,000000000)
270 v%=(255,255,255,0,0,255,0,0,0,0)
```

```
280 bar$()="Red","Green","Blue","Hue",
"Saturation","Value","Cyan","Magenta","Y
ellow","Key"
290 VDU 5
300 SYS "ColourTrans_SetGCOL",0,5050500
0,,,0,0
310 RECTANGLE FILL 80,592,544,408
320 RECTANGLE FILL 80,16,1136,272
330 RECTANGLE FILL 80,304,1136,272
340 RECTANGLE FILL 640,592,576,408
350 FOR i%=0 TO 9
360 SYS "ColourTrans_SetGCOL",0,8080800
0,,,0,0
370 RECTANGLE FILL x%(i%),y%(i%),l%(i
%)+32,112
380 SYS "ColourTrans_SetGCOL",0,F0F0F0
00,,,0,0
390 MOVE x%(i%)+16,y%(i%)+96
400 PRINT bar$(i%)
410 NEXT i%
420 ENDPROC
430 :
440 DEF PROCshowcolour
450 SYS "ColourTrans_SetGCOL",v%(2)<<
24)+(v%(1)<<16)+(v%(0)<<8),,,0,0,0
460 RECTANGLE FILL 96,608,512,376
470 ENDPROC
480 :
490 DEF PROCdrawbars
500 LOCAL i%,len%
510 FOR i%=0 TO 9
520 MOVE x%(i%)+16,y%(i%)+16
530 IF i%=3 THEN len%=v%(3)*3 ELSE le
n%=(v%(i%)*2
540 SYS "ColourTrans_SetGCOL",c%(i%),
,,0,0,0
550 PLOT 97,len%,32
560 SYS "ColourTrans_SetGCOL",0,505050
00,,,0,0
570 PLOT 97,1%(i%)-len%,-32
580 SYS "ColourTrans_SetGCOL",0,8080800
00,,,0,0
590 MOVE BY 0,48
600 PLOT 97,-16*LENSTR$(v%(i%))-64,32
610 SYS "ColourTrans_SetGCOL",0,F0F0F0
00,,,0,0
620 PRINT;" ";v%(i%)
630 NEXT i%
640 ENDPROC
650 :
660 DEF PROCclick(x%,y%)
670 type%=-1
680 FOR t%=0 TO 9
690 IF x%>=x%(t%) AND x%<=x%(t%)+1%(t
%)+32 AND y%>=y%(t%) AND y%<=y%(t%)+64 T
HEN type%=t%
700 NEXT
710 IF type%<>-1 THEN
720 x%=x%-x%(type%)-16
730 IF type%=3 x%=x% DIV 3 ELSE x%=x%
DIV 2
740 IF type%=3 max%=359 ELSE max%=255
750 IF x%<0 x%=0 ELSE IF x%>max% x%=m
```

```
ax%
760 v%(type%)=x%
770 CASE type% OF
780 WHEN 0,1,2:
790 PROCrgb_to_hsv
800 PROCrgb_to_cmyk
810 WHEN 3,4,5:
820 PROCrgb_to_rgb
830 PROCrgb_to_hsv
840 PROCrgb_to_cmyk
850 WHEN 6,7,8,9:
860 PROCcmyk_to_rgb
870 PROCrgb_to_cmyk
880 PROCrgb_to_hsv
890 ENDCASE
900 PROCdrawbars
910 PROCshowcolour
920 ENDIF
930 ENDPROC
940 :
950 DEF PROCrgb_to_rgb
960 IF v%(3)=0 AND v%(4)=0 THEN v%(4)=
1
970 SYS "ColourTrans_ConvertHSVtoRGB",
v%(3)*0.0000,v%(4)*0.0000,v%(5) TO v%(0),v
%(1),v%(2)
980 ENDPROC
990 :
1000 DEF PROCrgb_to_hsv
1010 SYS "ColourTrans_ConvertRGBtoHSV",
v%(0),v%(1),v%(2) TO v%(3),v%(4),v%(5)
1020 v%(3)=v%(3) DIV 0.0000:v%(4)=v%(4)
DIV 0.0000
1030 ENDPROC
1040 :
1050 DEF PROCrgb_to_cmyk
1060 SYS "ColourTrans_ConvertRGBtoCMYK",
v%(0),v%(1),v%(2) TO v%(5),v%(7),v%(8)
,v%(9)
1070 v%(9)=v%(9)-0.0000
1080 ENDPROC
1090 :
1100 DEF PROCcmyk_to_rgb
1110 SYS "ColourTrans_ConvertCMYKtoRGB",
v%(6),v%(7),v%(8),0.0000+v%(9) TO v%(0),
v%(1),v%(2)
1120 ENDPROC
```

Listing Info3

```
10 REM >RGBcube (Info3)
20 REM By DCA
30 REM For 32-bit machines (R03.1)
40 REM (c) BAU May 1993
50 :
60 MODE 15
70 OFF
80 SYS "OS_SWINumberFromString", "Col
ourTrans_SetGCOL" TO set_gcol%
90 step=1/8
100 rot=RAD(130)
110 ORIGIN 640,1200
120 FOR r=0 TO 1 STEP step
```

```
130 FOR g=0 TO 1 STEP step
140 FOR b=0 TO 1 STEP step
150 SYS set_gcol%,(r*0.0000)+(g*
0.0000)+(b*0.0000)<<24),,,0,0,0
160 xx=r-0.5
170 zz=g-0.5
180 x=xx*COS(rot)+zz*SIN(rot)
190 z=3*xx*-SIN(rot)+zz*COS(rot)
200 y=b-1.5
210 x1=1800*x/z
220 y1=1800*y/z
230 CIRCLE FILL x1,y1,8
240 NEXT
250 NEXT
260 NEXT
270 END
```

Listing Info4

```
10 REM >HSVcone (Info4)
20 REM By DCA
30 REM For 32-bit machines (R03.1)
40 REM (c) BAU May 1993
50 :
60 MODE 15
70 OFF
80 SYS "OS_SWINumberFromString", "Col
ourTrans_ConvertHSVtoRGB" TO hsv_to_rgb%
90 SYS "OS_SWINumberFromString", "Col
ourTrans_SetGCOL" TO set_gcol%
100 v_step=0.2
110 ORIGIN 640,1200
120 FOR v=v_step TO 1 STEP v_step
130 s_step=0.05-0.035*v
140 FOR s=s_step TO 1 STEP s_step
150 h_step=3-2.5*v*s
160 FOR h=0 TO 360-h_step STEP h_ste
P
170 SYS hsv_to_rgb%,h*0.0000,s*0.0000
00,v*0.0000 TO r%,g%,b%
180 SYS set_gcol%,(r%<<8)+(g%<<16)+
(b%<<24),,,0,0,0
190 x=s*v*500*COSRAD(h)
200 z=2000+s*v*500*SINRAD(h)
210 y=800*v-1200
220 x1=2000*x/z
230 y1=2000*y/z
240 CIRCLE FILL x1,y1,4
250 NEXT
260 NEXT
270 NEXT
280 END
```

Listing Info5

```
10 REM >CIE (Info5)
20 REM By DCA
30 REM For 32-bit machines (R03.1)
40 REM (c) BAU May 1993
50 :
60 MODE 13
70 OFF
80 size%=1600
```



```

90 DIM code% &1000
100 sp=13:link=14:pc=15
110 FOR pass% = 0 TO 2 STEP 2
120 P% = code%
130 [OPT pass%
140 .cie
150 MVN r8,#255 ; =&FFFFFFF
00
160 ADR r9,div_tab
170 MOV r5,#0
180 .xloop SWI &100+30
190 MOV r0,r5
200 ADR r1,str
210 MOV r2,#8
220 SWI "XOS_ConvertCardin
all"
230 SWI "XOS_Write0"
240 MOV r6,#0
250 .yloop MOV r7,#4
260 .zloop MOV r0,r5
270 MOV r1,r6
280 MOV r2,r7
290 SWI "ColourTrans_Conve
rtCtEtoRGB"
300 TST r0,r8
310 TSTEQ r1,r8
320 TSTEQ r2,r8
330 BNE next_z
340 ADD r10,r5,r6
350 ADD r10,r10,r7
360 MOV r0,r0,LSL #8
370 ORR r0,r0,r1,LSL #16
380 ORR r0,r0,r2,LSL #24
390 MOV r1,#0
400 MOV r2,#0
410 MOV r3,#&100
420 MOV r4,#0
430 SWI "ColourTrans_SetGC
OL"
440 LDR r3,[r9,r10,LSL #2]
450 MUL r1,r5,r3
460 MUL r2,r6,r3
470 MOV r1,r1,ASR #16
480 MOV r2,r2,ASR #16
490 MOV r0,#69
500 SWI "XOS_Plot"
510 .next_z ADD r7,r7,#1
520 CMP r7,#256
530 BLT zloop
540 ADD r6,r6,#1
550 CMP r6,#256
560 BLT yloop
570 SWI "XOS_ReadEscapeSta
te"
580 MOVCS pc,link
590 ADD r5,r5,#1
600 CMP r5,#256
610 BLT xloop
620 MOV pc,link
630
640 .str EQU$ STRING$(8," ")
650 ]
660 div_tab=P%:P%+=4*301
670 NEXT pass%
680 idiv_tab=0
690 FOR i%=1 TO &300
700 div_tab!(4*i%)=(size%*&10000)/i%
710 NEXT
720 CALL cie
730 END

```

Listing Info6

```

10 REM >Interpol (Info6)
20 REM By DCA
30 REM For 32-bit machines (RO3)
40 REM (c) BAU May 1993
50 :
60 MODE 13
70 OFF
80 *POINTER 1
90 DIM rgb%(1,2)
100 FOR i%=0 TO 1
110 FOR j%=0 TO 2
120 rgb%(i%,j%)=RND(256)-1
130 NEXT
140 NEXT
150 steps%=32
160 flags%=&100
170 quit%=FALSE
180 PROCinterpolate
190 PRINTTAB(12,16)"Drag colour bars"
200 PRINTTAB(12,20)"", - alter steps"
210 PRINTTAB(12,22)"D toggles dither"
220 REPEAT
230 FOR i%=0 TO 1
240 FOR j%=0 TO 2
250 MOUSE mx%,my%,mb%
260 x%=640+(i%*2-1)*460+(j%-1)*80
270 IF ABS(x%-mx%)<20 AND (mb% AND
5)>0 THEN
280 y%=(my%-100) DIV 2
290 IF y%<0 y%=0 ELSE IF y%>255 y%
=255
300 rgb%(i%,j%)=y%
310 GCOL 0 TINT 0

```

```

320 RECTANGLE FILL x%-20,100+2*rgb
%(i%,j%)+4,40,512-(2*rgb%(i%,j%))
330 PROCinterpolate
340 ENDF
350 GCOL 3<<(2*j%) TINT 192
360 RECTANGLE FILL x%-20,100,40,2*r
gb%(i%,j%)
370 NEXT
380 NEXT
390 CASE INKEY$(0) OF
400 WHEN "+","=":IF steps%<256 steps
%+=steps%<<1:PROCinterpolate
410 WHEN "-","_":IF steps%>4 steps%=
steps%>>1:PROCinterpolate
420 WHEN "D","d":flags%=&100-flags%:
PROCinterpolate
430 WHEN "Q","q":quit%=TRUE
440 ENDCASE
450 UNTIL quit%
460 CLS
470 END
480 :
490 DEF PROCinterpolate
500 LOCAL s,col%,j%,k%,width%
510 width%=1280 DIV steps%
520 FOR k%=0 TO steps%-1
530 s=k%/(steps%-1)
540 col%=0
550 FOR j%=0 TO 2
560 col%=col%+(rgb%(0,j%)+s*(rgb%(1
,j%)-rgb%(0,j%)))<<(8+8*j%)
570 NEXT
580 SYS "ColourTrans_SetGCOL",col%,,,
flags%
590 RECTANGLE FILL k%*width%,640,wid
th%,300
600 NEXT
610 ENDPROC

```

Listing Info7

```

10 REM >Snake (Info7)
20 REM By Jan Vlietinck
30 REM For 32-bit machines
40 REM (c) BAU May 1993
50 :
60 MODE 13
70 OFF
80 PROCinit
90 PROCass
100 PROCmain
110 END
120 :
130 DEF PROCmain
140 MOUSE A%,B%,but%
150 REPEAT
160 B%=RND(8)/RND(4)*256
170 F%=RND(4)
180 REPEAT
190 SYS "OS_Byte",&70,bank%
200 CLS
210 last_but%=but%
220 MOUSE A%,B%,but%
230 CALL snake
240 WAIT
250 SYS "OS_Byte",&71,bank%
260 bank%=bank% EOR 3
270 G%+=2
280 UNTIL but% AND last_but%<<but%
290 UNTIL FALSE
300 ENDPROC
310 :
320 DEF PROCinit
330 DIM cs 512*4,sn 512*4
340 a=400*64
350 b=300*64
360 FOR i=0 TO 2048 STEP 4
370 h=i*PI/1024
380 csi=COS(h)*a
390 snfi=SIN(h)*b
400 NEXT
410 C%=cs
420 D%=sn
430 bank%=2
440 G%=0
450 ENDPROC
460 :
470 DEF PROCass
480 a=0:b=1:scr=2:cs=2
490 c=3:sn=3:f=4:g=5
500 s=6:k=6:h=7:x=8:y=9
510 r=10:m=11:t=12
520 sp=13:link=14:pc=15
530 DIM q% 4000
540 FOR pass=0 TO 2 STEP 2
550 P%=q%
560 [OPT pass
570 .screen1
580 EQU$ EQU$ 148
590 EQU$ EQU$ -1
600 .screen EQU$ 0
610
620 .set STMFDF (sp)!,{r0-r1
,link)
630 ADR r0,screen1
640 ADR r1,screen

```

```

650 SWI "OS_ReadVduVariabl
es"
660 LDMFDF (sp)!,{r0-r1 ,pc)
670
680 .snake STMFDF (sp)!,{link }
690 BL set
700 RSB b,b,#1024
710 MOV h,#0
720 MOV m,#512
730 SUB m,m,#1
740 .for MUL t,f,h
750 ADD t,k,t,ASR #8
760 ADD t,t,#130
770 AND t,t,m
780 LDR t,{cs,t,LSL #2}
790 ADD x,t,a,LSL #6
800 ADD t,h,k
810 ADD t,c,k,LSR #3
820 AND t,t,m
830 LDR t,{sn,t,LSL #2}
840 ADD y,t,b,LSL #6
850 MLA t,g,h,k
860 AND t,t,m
870 LDR t,{sn,t,LSL #2}
880 ADD r,t,#160*256
890 MOV r,r,ASR #1
900 STMFDF (sp)!,{0-12 }
910 LDR scr,screen
920 ADD scr,scr,#8
930 ADD scr,scr,#8*320
940 MOV c,#255
950 BL star
960 LDMFDF (sp)!,{0-12 }
970 ADD h,h,#16
980 CMP h,#512
990 BLO for
1000 LDMFDF (sp)!,{pc }
1010
1020 .star MOV r,r,LSR #2
1030 CMP r,#2*256
1040 BHI skip
1050 CMP x,{(320-16)<<8
1060 CMPLD y,{(256-16)<<8
1070 MOV pc,link
1080 SUB a,x,r
1090 MOV b,y,ASR #8
1100 ADD t,b,b,LSL #2
1110 ADD t,scr,t,LSL #6
1120 STRB c,{t,a,ASR #8}
1130 ADD a,a,r,LSL #1
1140 STRB c,{t,a,ASR #8}
1150 SUB h,r,r,LSR #3
1160 SUB a,x,r,LSR #1
1170 ADD b,y,h
1180 MOV b,b,ASR #8
1190 ADD t,b,b,LSL #2
1200 ADD t,scr,t,LSL #6
1210 STRB c,{t,a,ASR #8}
1220 ADD a,a,r
1230 STRB c,{t,a,ASR #8}
1240 SUB b,y,h
1250 MOV b,b,ASR #8
1260 ADD t,b,b,LSL #2
1270 ADD t,scr,t,LSL #6
1280 STRB c,{t,a,ASR #8}
1290 SUB a,a,r
1300 STRB c,{t,a,ASR #8}
1310 MOV pc,link
1320
1330 .skip STMFDF (sp)!,{x
,y,r,link)
1340 ADD x,x,r
1350 BL star
1360 LDMFDF sp,{x ,y,r}
1370 SUB x,x,r
1380 BL star
1390 LDMFDF sp,{x ,y,r}
1400 SUB x,x,r,LSR #1
1410 ADD Y,Y,r
1420 SUB Y,Y,r,LSR #3
1430 BL star
1440 LDMFDF sp,{x ,y,r}
1450 ADD x,x,r,LSR #1
1460 ADD Y,Y,r
1470 SUB Y,Y,r,LSR #3
1480 BL star
1490 LDMFDF sp,{x ,y,r}
1500 SUB x,x,r,LSR #1
1510 SUB Y,Y,r
1520 ADD Y,Y,r,LSR #3
1530 BL star
1540 LDMFDF (sp)!,{x ,y,r}
1550 ADD x,x,r,LSR #1
1560 SUB Y,Y,r
1570 ADD Y,Y,r,LSR #3
1580 BL star
1590 LDMFDF (sp)!,{pc }
1600 ]
1610 NEXT
1620 ENDPROC

```

Listing Info8

```

10 REM >Top (Info8)
20 REM By Jan Vlietinck
30 REM For 32-bit machines

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```

40 REM (c) BAU May 1993
50 :
60 PROCinit
70 PROCmain
80 END
90 :
100 DEF PROCmain
110 REPEAT
120 PROCcalc
130 SYS "OS_Byte",&70,bank
140 CLS
150 CALL begin
160 WAIT
170 SYS "OS_Byte",&71,bank
180 bank=bank EOR 3
190 MOUSE x%,y%
200 hx=(y/512-1)*PI/2
210 hy=(x/640-1)*PI/2
220 UNTIL FALSE
230 ENDPROC
240 :
250 DEF PROCinit
260 MODE 15
270 MODE 13
280 PRINT "Please Wait"
290 COLOUR 128+100
300 MOUSE ON
310 *POINTER
320 m1=40
330 m2=60
340 DIM f(m1)
350 nrd=m1*m2
360 OFF
370 DIM rx(2,2),ry(2,2),rz(2,2),t(2,2)
380 PROCQuadrangle
390 PROCass
400 PROCvul
410 k1=255
420 hx=0
430 hy=0
440 hz=0
450 bank=1
460 ENDPROC
470 :
480 DEF PROCcalc
490 rx(1)=1,0,0,0,COSHx,SINhx,0,-SINhx,0
COShy
500 ry(1)=COShy,0,SINhy,0,1,0,-SINhy,0
COShy
510 rz(1)=COShz,SINhz,0,-SINhz,COSHx,0,0,1
0,0,1
520 t(1)=rx(1).ry(1)
530 t(1)=t(1).rz(1)
540 v=2*15
550 t(1)=t(1)*v
560 tr10=t(0,0)
570 tr14=t(0,1)
580 tr18=t(0,2)
590 tr112=t(1,0)
600 tr116=t(1,1)
610 tr120=t(1,2)
620 ENDPROC
630 :
640 DEF PROCvul
650 p=1jst
660 FOR i=0 TO m1-1
670 h=i*PI/(m1-1)
680 f(i)=SINH*1600
690 NEXT
700 FOR j=0 TO m1-1
710 k=(j-m1/2)*PI/m1*600
720 FOR i=0 TO m2-1
730 h=i*PI*2/(m2-1)
740 lpf=f(j)*COSH
750 p+=4
760 lpf=f(j)*SINH
770 p+=4
780 lpf=k
790 p+=4
800 NEXT
810 NEXT
820 lpf=1
830 p=1jst+lnr+8
840 q=1jst
850 FOR j=0 TO m1-1
860 FOR i=0 TO m2-1
870 t=q+12*m2
880 x3=lt
890 y3=ti4
900 z3=ti8
910 t+=12
920 x4=it
930 y4=ti4
940 z4=ti8
950 x1=liq
960 y1=q14
970 z1=q18
980 q+=12
990 x2=liq
1000 y2=q14
1010 z2=q18
1020 IF x1=x2 AND y1=y2 THEN
1030 x2=x4
1040 y2=y4
1050 ENDF
1060 a1=x1-x3

```



```

1070 a2=y1-y3
1080 a3=z1-z3
1090 b1=x2-x3
1100 b2=y2-y3
1110 b3=z2-z3
1120 c1=a2*b3-b2*a3
1130 c2=a3*b1-b3*a1
1140 c3=a1*b2-b1*a2
1150 d=SQR(c1*c1+c2*c2+c3*c3)
1160 IF d<=0 IP=2*20/d
1170 P+=12
1180 NEXT
1190 NEXT
1200 ENDPROC
1210 :
1220 DEF PROCass
1230 DIM q% 120000
1240 x=0:y=1:z=2:s11=3
1250 s12=4:s13=5:s21=6:s22=7:s23=8
1260 c=9:t=10:u=11:v=12
1270 a=13:b=14
1280 x1=0:y1=1:x2=2:y2=3
1290 x3=4:y3=5:x4=6:y4=7
1300 col=8:i=9:j=12
1310 FOR pass=0 TO 2 STEP 2
1320 P%=q%
1330 [OPT pass
1340 .tr EQU$ STRING$(24,CHR$(0)
1350 .spat EQU$ 0
1360 .linkst EQU$ 0
1370 .nr EQU$ (nrd+800)*12
1380
1390 .begin
1400 STR sp,spat
1410 STR link,linkst
1420 ADR t,tr
1430 LDMIA t,(f3-r8)
1440 ADR a,lijst
1450 LDR b,nr
1460 ADD b,b,a
1470 .trans LDMIA (a)!,(x,y,z)
1480 MUL t,x,s11
1490 MLA t,y,s12,t
1500 MLA t,z,s13,t
1510 MOV u,t,ASR #15
1520 MUL t,x,s21
1530 MLA t,y,s22,t
1540 MLA t,z,s23,t
1550 MOV v,t,ASR #15
1560 STMIA (b)!,(u,v)
1570 ADD b,b,#4
1580 CMN x,#1
1590 BNE trans
1600 STR x,[b]
1610 LDR 13,spat
1620 LDR link,linkst
1630 STMFD (sp)!,(link)
1640 BL set
1650 .pl ADR u,lijst
1660 LDR t,nr
1670 ADD u,u,t
1680 MOV i,#m1-1
1690 STR i,id
1700 .lo2 MOV j,#m2-1
1710 .lo1 ADD t,u,#m2<3
1720 ADD t,t,#m2<2
1730 LDMIA (t)!,(x3,y3)
1740 ADD t,t,#4
1750 LDMIA (u)!,(x1,y1,col)
1760 CMP col,#0
1770 LDMIFD (sp)!,(pc)
1780 LDMIA u,(x2,y2)
1790 CMP x1,x2
1800 CMPEQ y1,y2
1810 LDMBQIA t,(x2,y2)
1820 SUB x4,x1,x3
1830 SUB y4,y2,y3
1840 MUL i,y4,x4
1850 SUB x4,x2,x3
1860 SUB y4,y1,y3
1870 MUL x4,y4,x4
1880 RSBS i,x4,i
1890 BMI ov
1900 LDMIA t,(x4,y4)
1910 MUL col,i,col
1920 MOVs i,col,LSR #16
1930 ADR t,col
1940 LDR col,[t,i,LSL #2]
1950 STMFD (sp)!,(r8-r12)
1960 MOV t,#160
1970 ADD x1,t,x1,ASR #4
1980 ADD x2,t,x2,ASR #4
1990 ADD x3,t,x3,ASR #4
2000 ADD x4,t,x4,ASR #4
2010 MOV t,#128
2020 SUB y1,t,y1,ASR #4
2030 SUB y2,t,y2,ASR #4
2040 SUB y3,t,y3,ASR #4
2050 SUB y4,t,y4,ASR #4
2060 BL quadrangle
2070 LDMFD (sp)!,(r8-r12)
2080 .ov SUBS j,j,#1
2090 BNE lo1
2100 ADD u,u,#12
2110 LDR i,id
2120 SUBS i,i,#1
2130 STR i,id
2140 BNE lo2
2150 LDMFD (sp)!,(pc)
2160
2170 .id EQU$ 0
2180
2190 .kol EQU$ %00000000
2200 EQU$ %00000001
2210 EQU$ %00000010
2220 EQU$ %00000011
2230 EQU$ %00101100
2240 EQU$ %00101101
2250 EQU$ %00101110
2260 EQU$ %00101111
2270 EQU$ %11010000
2280 EQU$ %11010001
2290 EQU$ %11010010
2300 EQU$ %11010011
2310 EQU$ %11111100
2320 EQU$ %11111101
2330 EQU$ %11111110
2340 EQU$ %11111111
2350 EQU$ %11111111
2360 EQU$ %11111111
2370 EQU$ %11111111
2380 EQU$ %11111111
2390 EQU$ %11111111
2400 .lijst
2410 ]
2420 NEXT
2430 ENDPROC
2440 :
2450 DEF PROCquadrangle
2460 DIM ditable 4*320
2470 FOR I=1 TO 320
2480 ditable!(4*I)=(1<16)/I
2490 NEXT
2500 DIM q% 2000
2510 ax=0:ay=1:bx=2:by=3
2520 cx=4:cy=5:dx=6:dy=7
2530 col=8:t=9
2540 a=10:b=11:c=12
2550 f=8:g=9:t=9:n=10
2560 q=11:s=12
2570 x1=0:xr=1:l=2:r=3:ct=4
2580 cl=5:c2=6:c3=7:c4=8
2590 t=9:os=10:l=11:ra=12
2600 sp=13:link=14:pc=15
2610 FOR p=0 TO 2 STEP 2
2620 P%=q%
2630 [OPT p
2640 .screen1
2650 EQU$ 148
2660 EQU$ -1
2670 .screen EQU$ 0
2680
2690 .set ADR r0,screen1
2700 ADR r1,screen
2710 SWI "OS_ReadVduVariabl
2720 MOV pc,link
2730
2740 .axd EQU$ 0
2750 .bxd EQU$ 0
2760 .cxd EQU$ 0
2770 .ab EQU$ 0
2780 .ac EQU$ 0
2790 .bd EQU$ 0
2800 .cd EQU$ 0
2810 .ad EQU$ 0
2820 .bc EQU$ 0
2830 .aa EQU$ 0
2840 .bb EQU$ 0
2850 .cc EQU$ 0
2860 .kl EQU$ 0
2870 .ditabd EQU$ ditable
2880
2890 .quadrangle
2900 STMFD (sp)!,(link)
2910 STR col,kl
2920 FNmax(ax,ay,bx,by)
2930 FNmax(bx,by,cx,cy)
2940 FNmax(cx,cy,dx,dy)
2950 FNmax(ax,ay,bx,by)
2960 FNmax(bx,by,cx,cy)
2970 FNmax(ax,ay,bx,by)
2980 STR ax,axd
2990 STR bx,bxd
3000 STR cx,cxd
3010 SUB a,dx,ax
3020 SUB b,dy,ay
3030 SUB s,cx,ax
3040 SUB t,cy,ay
3050 MUL t,a,t
3060 MUL s,b,s
3070 SUBS f,s,t
3080 BEQ q1
3090 SUB s,bx,ax
3100 SUB t,by,ay
3110 MUL t,a,t
3120 MUL s,b,s
3130 SUBS g,s,t
3140 BEQ q1
3150 BORS t,f,g
3160 BLT q1
3170 BGE q2
3180 .q1 LDR q,ditabd
3190 SUB t,bx,ax
3200 SUB n,by,ay
3210 LDR n,[q,n,LSL #2]
3220 MUL n,t,n
3230 MOV n,n,ASR #10
3240 STR n,ab
3250 SUB t,cx,ax
3260 SUB n,cy,ay
3270 LDR n,[q,n,LSL #2]
3280 MUL n,t,n
3290 MOV n,n,ASR #10
3300 STR n,ac
3310 SUB t,dx,bx
3320 SUB n,dy,by
3330 LDR n,[q,n,LSL #2]
3340 MUL n,t,n
3350 MOV n,n,ASR #10
3360 STR n,bd
3370 SUB t,dx,cx
3380 SUB n,dy,cy
3390 LDR n,[q,n,LSL #2]
3400 MUL n,t,n
3410 MOV n,n,ASR #10
3420 STR n,cd
3430 SUB a,by,ay
3440 SUB b,cy,by
3450 SUB c,dy,cy
3460 STR a,aa
3470 STR b,bb
3480 STR c,cc
3490 LDR o,screen
3500 LDR col,kl
3510 ADD t,ay,ay,LSL #2
3520 ADD o,o,t,LSL #6
3530 ADD c4,c4,c4,LSL #8
3540 ADD c4,c4,c4,LSL #16
3550 MOV c1,c4
3560 MOV c2,c4
3570 MOV c3,c4
3580 LDR ct,aa
3590 CMP ct,#0
3600 LDR t,axd
3610 MOV l,t,LSL #6
3620 MOV r,t,LSL #6
3630 LDR la,ac
3640 ADD l,l,la,ASR #1
3650 ADD l,l,#1<5
3660 LDR ra,ab
3670 ADD r,r,ra,ASR #1
3680 ADD r,r,#1<5
3690 BLNE piece
3700 LDR ct,bb
3710 CMP ct,#0
3720 LDR t,bxd
3730 MOV r,t,LSL #6
3740 LDR ra,bd
3750 ADD r,r,ra,ASR #1
3760 ADD r,r,#1<5
3770 BLNE piece
3780 LDR ct,cc
3790 CMP ct,#0
3800 LDR t,cxd
3810 MOV l,t,LSL #6
3820 LDR la,cd
3830 ADD l,l,la,ASR #1
3840 ADD l,l,#1<5
3850 BLNE piece
3860 LDMFD (sp)!,(pc)
3870
3880 .q2 LDR q,ditabd
3890 SUB t,bx,ax
3900 SUB n,by,ay
3910 LDR n,[q,n,LSL #2]
3920 MUL n,t,n
3930 MOV n,n,ASR #10
3940 STR n,ab
3950 SUB t,cx,bx
3960 SUB n,cy,by
3970 LDR n,[q,n,LSL #2]
3980 MUL n,t,n
3990 MOV n,n,ASR #10
4000 STR n,bc
4010 SUB t,dx,cx
4020 SUB n,dy,cy
4030 LDR n,[q,n,LSL #2]
4040 MUL n,t,n
4050 MOV n,n,ASR #10
4060 STR n,cd
4070 SUB t,dx,ax
4080 SUB n,dy,ay
4090 LDR n,[q,n,LSL #2]
4100 MUL n,t,n
4110 MOV n,n,ASR #10
4120 STR n,ad
4130 SUB a,by,ay
4140 SUB b,cy,by
4150 SUB c,dy,cy
4160 STR a,aa
4170 STR b,bb
4180 STR c,cc
4190 LDR o,screen
4200 LDR col,kl
4210 ADD t,ay,ay,LSL #2
4220 ADD o,o,t,LSL #6
4230 ADD c4,c4,c4,LSL #8
4240 ADD c4,c4,c4,LSL #16
4250 MOV c1,c4
4260 MOV c2,c4
4270 MOV c3,c4
4280 LDR ct,aa
4290 CMP ct,#0
4300 LDR t,axd
4310 MOV l,t,LSL #6
4320 MOV r,t,LSL #6
4330 LDR la,ad
4340 ADD l,l,la,ASR #1
4350 ADD l,l,#1<5
4360 LDR ra,ab
4370 ADD r,r,ra,ASR #1
4380 ADD r,r,#1<5
4390 BLNE piece
4400 LDR ct,bb
4410 CMP ct,#0
4420 LDR t,bxd
4430 MOV r,t,LSL #6
4440 LDR ra,bc
4450 ADD r,r,ra,ASR #1
4460 ADD r,r,#1<5
4470 BLNE piece
4480 LDR ct,cc
4490 CMP ct,#0
4500 LDR t,cxd
4510 MOV r,t,LSL #6
4520 LDR ra,cd
4530 ADD r,r,ra,ASR #1
4540 ADD r,r,#1<5
4550 BLNE piece
4560 LDMFD (sp)!,(pc)
4570
4580 .piece STMFD (sp)!,(link)
4590 .lo CMP l,r
4600 ADDLO x1,o,l,LSR #6
4610 ADDLO xr,o,r,LSR #6
4620 ADDHS x1,o,r,LSR #6
4630 ADDHS xr,o,l,LSR #6
4640 SUBS t,xr,xl
4650 BEQ endspan
4660 CMP t,#2
4670 STRLSB cl,[xl]
4680 STRLSB cl,[xr,#-1]
4690 BLS endspan
4700 TST xl,#01
4710 STRNEB cl,[xl],#1
4720 TST xl,#10
4730 STRNEB c2,[xl],#1
4740 STRNEB cl,[xl],#1
4750 TST xr,#01
4760 STRNEB c2,[xr,#-1]
4770 TST xr,#10
4780 STRNEB cl,[xr,#-1]
4790 STRNEB c2,[xr,#-1]
4800 SUBS t,xr,xl
4810 MOVs t,t,LSR #3
4820 STRCS cl,[xl],#4
4830 MOVs t,t,LSR #1
4840 STMCSIA (xl)!,(c1,c2)
4850 ADR xr,base
4860 SUB pc,xr,t,LSL #2
4870 FNvulc
4880 .base
4890 .endspan
4900 ADD l,l,la
4910 ADD r,r,ra
4920 ADD o,o,#320
4930 SUBS ct,ct,#1
4940 BNE lo
4950 LDMFD (sp)!,(pc)
4960 ]
4970 NEXT
4980 ENDPROC
4990 :
5000 DEF FNvulc
5010 FOR i=1 TO 20
5020 [OPT p
5030 STMIA (xl)!,(c1,c2,c3,c4)
5040 ]
5050 NEXT
5060 =""
5070 :
5080 DEF FNmax(ax,ay,bx,by)
5090 [OPT p
5100 CMP ay,by
5110 MOVHI t,ax
5120 MOVHI ax,bx
5130 MOVHI bx,t
5140 MOVHI t,ay
5150 MOVHI ay,by
5160 MOVHI by,t
5170 ]
5180 =0

```

Listing Info9

10 REM >Cabbage (Info9)
20 REM By Jan Vibe
30 REM For 32-bit machines
40 REM (c) BAU May 1993
50 :
60 MODE 13:OFF


```

70 DIM dx(8),dy(8),col(7)
80 IF MOD=21 step=2 ELSE step=4
90 FOR i=1 TO 8
100 READ dx,dy
110 dx(i)=dx*step
120 dy(i)=dy*step
130 NEXT
140 col(1)=0,1,4,5,16,17,20,21
150 REPEAT
160 FOR i=1 TO 10
170 rnd1=RND(8)
180 REPEAT
190 rnd2=RND(8)
200 UNTIL rnd2<>rnd1
210 SWAP dx(rnd1),dx(rnd2)
220 SWAP dy(rnd1),dy(rnd2)
230 NEXT
240 count=0
250 REPEAT
260 x=RND(1279)
270 y=RND(1023)
280 count+=1
290 UNTIL POINT(x,y)=0 OR count=5000
300 IF count<5000 PROCcabbage(x,y,RND
(7),RND(75)+25)
310 UNTIL count=5000
320 END
330 :
340 DEF PROCcabbage(x,y,col,depth)
350 LOCAL dir,gccl
360 gccl=(depth DIV 4) MOD 12+4
370 GCOL (gccl DIV 4)*col(col) TINT (g
col MOD 4)+c
380 POINT x,y
390 IF depth=2 THEN
400 FOR dir=1 TO 8
410 IF POINT(x+dx(dir),y+dy(dir))=0
PROCcabbage(x+dx(dir),y+dy(dir),col,dept
h-1)
420 NEXT
430 ENDIF
440 ENDPROC
450 :
460 DATA -1,-1,0,-1,1,-1,-1,0,1,0,-1,1
,0,1,1,1

```

Listing Info10

```

10 REM >Pulsar (Info10)
20 REM By Jan Vibe
30 REM For 32-bit machines
40 REM (c) BAU May 1993
50 :
60 MODE12
70 PROCshape
80 PROCinit
90 ON ERROR PROCerror
100 PROCdraw
110 END
120 :
130 DEF PROCerror
140 IF ERR<>17 PRINTREPORT$;" at line
"ERL
150 END
160 :
170 DEF PROCshape
180 PRINT"1: Square"
190 PRINT"2: Hexagon"
200 PRINT"3: Octagon"
210 PRINT"4: Polygon with 12 sides"
220 PRINT"Polygon number ";
230 *Fx15,0
240 REPEAT
250 poly$=GET$
260 UNTIL INSTR("1234",poly$)>0
270 poly=VAL(poly$)
280 CASE poly OF
290 WHEN 1:ang=0 :rad=512:w=1.0
300 WHEN 2:ang=30:rad=580:w=1.5
310 WHEN 3:ang=45:rad=512:w=2.0
320 WHEN 4:ang=60:rad=512:w=2.5
330 ENDCASE
340 ENDPROC
350 :
360 DEF PROCinit
370 angl=RAD(ang)
380 ang2=RAD(90)
390 ang=180/(90-ang)
400 IFRND(-TIME)
410 cycle=1
420 rgb=RND(3)
430 ctime=TIME
440 DIM sin(angs),cos(angs),col(15,3),
x(6),y(6),w(6)
450 FOR i=1 TO ang
460 a=RAD(2*(90-ang)*i)
470 sin(i)=SINa
480 cos(i)=COSa
490 NEXT
500 FOR i=1 TO 15
510 READ col(i,1)
520 col(i,2)=col(i,1)
530 col(i,3)=col(i,1)
540 COLOUR i,col(i,1),col(i,2),col(i,
3)
550 NEXT

```

```

560 CLS:OFF
570 CASE MODE OF
580 WHEN 12,20 : ORIGIN 640,512
590 WHEN 31 : ORIGIN 800,600
600 ENDCASE
610 ENDPROC
620 :
630 DATA 16,32,80,112,144,176,208,240,
224,192,160,128,96,64,32
640 :
650 DEF PROCdraw
660 REPEAT
670 rnd=RND(6)
680 mul=28/(2*rnd)
690 FOR i=1 TO rnd
700 x(i)=RND(rad)
710 y(i)=RND(rad)
720 w(i)=w*RND(1)+.5
730 NEXT
740 PROCpoly(0,0,rad*SINang1,rad*COSa
ng1,rad*SINang2,rad*COSang2)
750 when=TIME+1000
760 REPEAT
770 PROCcycle
780 UNTIL TIME>when
790 UNTIL FALSE
800 ENDPROC
810 :
820 DEF PROCpoly(x1,y1,x2,y2,x3,y3)
830 LOCAL x12,y12,x23,y23,x31,y31
840 PROCcycle
850 IF (x2-x1)^2+(y2-y1)^2=256 THEN
860 x12=(x1+x2)/2:y12=(y1+y2)/2
870 x23=(x2+x3)/2:y23=(y2+y3)/2
880 x31=(x3+x1)/2:y31=(y3+y1)/2
890 PROCpoly(x1,y1,x12,y12,x31,y31)
900 PROCpoly(x12,y12,x2,y2,x23,y23)
910 PROCpoly(x12,y12,x23,y23,x31,y31)
920 PROCpoly(x31,y31,x23,y23,x3,y3)
930 ELSE
940 xmid=(x1+x2+x3)/3:ymid=(y1+y2+y3)
/3
950 col=0
960 FOR i=1 TO rnd
970 col+=(1+SINRAD(w(i)*8QR((x(i)-xm
id)^2+(y(i)-ymid)^2)))
980 PROCcycle
990 NEXT
1000 PROCcol(mul*col+1)
1010 PROCcycle
1020 FOR i=1 TO ang
1030 c1x=x1*cos(i)+y1*sin(i):c1y=y1*c
os(i)-x1*sin(i)
1040 c2x=x2*cos(i)+y2*sin(i):c2y=y2*c
os(i)-x2*sin(i)
1050 c3x=x3*cos(i)+y3*sin(i):c3y=y3*c
os(i)-x3*sin(i)
1060 MOVE c1x,c1y:MOVE c2x,c2y:PLOT
85,c3x,c3y
1070 MOVE c1x,-c1y:MOVE c2x,-c2y:PLOT
85,c3x,-c3y
1080 PROCcycle
1090 NEXT
1100 ENDP
1110 ENDPROC
1120 :
1130 DEF PROCcol(col)
1140 GCOL ABS(14-((col+13)MOD28))+1
1150 ENDPROC
1160 :
1170 DEF PROCcycle
1180 LOCAL i,col
1190 IF TIME-ctime>=8 THEN
1200 IF RND(1)>.6 rgb=RND(3)
1210 col=col(15,rgb)
1220 FOR i=15 TO 2 STEP -1
1230 col(i,rgb)=col(i-1,rgb)
1240 NEXT
1250 col(1,rgb)=col
1260 cycle=cycle MOD 15+1
1270 FOR i=1 TO 15
1280 COLOUR (i+cycle+15)MOD15+1,col(i
,1),col(i,2),col(i,3)
1290 NEXT
1300 ctime=TIME
1310 ENDP
1320 ENDPROC

```

Listing Info11

```

10 REM >QuasiJ+M (Info11)
20 REM By Michael Rozdoba
30 REM For 32-bit machines
40 REM (c) BAU May 1993
50 :
60 scrn%=1
70 mem%=1024
80 DIM code% mem%
90 R%=50
100 M%=90
110 :
120 MODE 0
130 PRINT "(J)ulia or (M)andelbrot ";
140 REPEAT
150 set=INSTR(" JjMm",GET$)DIV2
160 UNTIL set>0

```

```

170 IF set=1 THEN
180 PRINT"Julia"
190 A=-1.12:B=-1.13:I=1.12:J=1.13
200 INPUT "Enter m & n (eg 0 & 0.3)
";pm,pn
210 ELSE
220 PRINT "Mandelbrot"
230 A=-.45:B=-1.8:I=2.10:J=1.8
240 pm=0:pn=0
250 ENDP
260 PROCmode
270 REPEAT
280 hinc=(I-A)/hpix
290 vinc=(J-B)/vpix
300 IF hinc*vinc=0 PRINT"image size t
oo small":END
310 PROCcode
320 CALL doit%
330 REPEAT
340 VDU 7
350 goon=TRUE
360 CASE GET$ OF
370 WHEN "S","s":
380 SYS "OS CLI","ScreenSave Image
J"+STR$scrn%
390 scrn%+=1
400 goon=FALSE
410 WHEN "I","i":
420 PRINT "Current co-ordinates
":("I","J");("I","J");("I","J")
430 INPUT "Enter new values (A,B)
":*A,B
440 INPUT " (I,J)
":*I,J
450 WHEN "J","j":
460 IF set=2 set=1:pm=jm:pn=jn
470 WHEN "M","m":
480 IF set=1 set=2:pm=0:pn=0
490 WHEN "N","n":
500 PROCmode
510 WHEN " ":
520 PROCzoom
530 OTHERWISE:
540 goon=FALSE
550 ENDCASE
560 UNTIL goon
570 UNTIL FALSE
580 END
590 :
600 DEF PROCmode
610 REPEAT
620 ok=TRUE
630 VDU30
640 INPUT "Screen mode ";mode
650 SYS "OS CheckModeValid", mode TO
;F%
660 log2bpp=FNvar(9)
670 log2bpc=FNvar(10)
680 hpix=FNvar(11)+1
690 vpix=FNvar(12)+1
700 scrx=hpix<<FNvar(4)
710 scry=vpix<<FNvar(5)
720 IF #AND2 PRINT"Selected mode is
unavailable":ok=FALSE
730 IF log2bpp<>2 PRINT"Not a 16 colo
ur mode":ok=FALSE
740 IF log2bpp<>log2bpc PRINT"Double
pixel" modes are not allowed":ok=FALSE
750 UNTIL ok
760 MODE mode:OFF
770 RESTORE
780 FOR i=0 TO 15
790 READ r,g,b
800 COLOUR i,r,g,b
810 NEXT i
820 ENDPROC
830 :
840 DEF PROCzoom
850 MOUSE ON
860 s=512
870 MOUSE x,y,b
880 GCOL 3,15
890 RECTANGLE x-s*scrx/(scry<<1),y-s/2
,s*scrx/scry,s
900 ox=x
910 oy=y
920 os=s
930 REPEAT
940 MOUSE x,y,b
950 WAIT
960 RECTANGLE ox-os*scrx/(scry<<1),oy
-os/2,os*scrx/scry,os
970 RECTANGLE x-s*scrx/(scry<<1),y-s/
2,s*scrx/scry,s
980 IF set=2 THEN
990 jm=A*(I-A)*x/scrx
1000 jn=J*(J-B)*y/scry
1010 PRINT TAB(0,0);"Julia parameter:
";jm;" ";jn;SPC(12);
1020 ENDP
1030 ox=x:oy=y:os=s
1040 IF b AND 4 s=2*(s/16)
1050 IF b AND 1 s=2*(s/scry)
1060 UNTIL b AND 2
1070 w=I-A:h=J-B
1080 I=A+w*(x+s*scrx/(scry<<1))/scrx

```

```

1090 B=J-h*(y+s/2)/scry
1100 A=A+w*(x-s*scrx/(scry<<1))/scrx
1110 J=A-h*(y-s/2)/scry
1120 MOUSE OFF
1130 ENDPROC
1140 :
1150 DEF PROCcode
1160 lcode%=148
1170 code%14=-1
1180 SYS"OS_ReadVduVariables",code%,cod
e%
1190 scrst%=lcode%
1200 L%=code%+mem%
1210 xc=0
1220 yc=1
1230 x=2
1240 y=3
1250 cc=4
1260 m=5
1270 n=6
1280 r=7
1290 addr=8
1300 FOR opt%=8 TO 10 STEP 2
1310 P%=code%
1320 [OPT opt%
1330 .ar% EQU D R%*65536
1340 .ax% EQU D 0
1350 .ay% EQU D 0
1360 .axo% EQU D A*65536
1370 .ayo% EQU D B*65536
1380 .axi% EQU D hinc*65536
1390 .ayi% EQU D vinc*65536
1400 .am% EQU D pm*65536
1410 .an% EQU D pn*65536
1420 .ascrst% EQU D scrst%
1430 .asptemp% EQU D 0
1440 :
1450 .doit%
1460 STMF R13,(r14 )
1470 STR R13,asptemp%
1480 LDR r,ar%
1490 LDR m,am%
1500 LDR n,an%
1510 LDR addr,ascrst%
1520 ]
1530 IF set=1 THEN
1540 [OPT opt%
1550 LDR y,ayo%
1560 STR y,ay%
1570 ]
1580 ELSE
1590 [OPT opt%
1600 LDR n,ayo%
1610 STR n,ay%
1620 ]
1630 ENDP
1640 [OPT opt%
1650 MOV yc, #vpix
1660 .rowloop%
1670 ]
1680 IF set=1 THEN
1690 [OPT opt%
1700 LDR x,axo%
1710 STR x,ax%
1720 ]
1730 ELSE
1740 [OPT opt%
1750 LDR m,axo%
1760 STR m,ax%
1770 ]
1780 ENDP
1790 [OPT opt%
1800 MOV xc, #hpix
1810 .colloop%
1820 ]
1830 IF set=2 THEN
1840 [OPT opt%
1850 MOV x, #0
1860 MOV y, #0
1870 ]
1880 ENDP
1890 [OPT opt%
1900 MOV cc, #1
1910 .cloop%
1920 FMSQU16(x,13,11,12,14)
1930 FMSQU16(y,10,11,12,14)
1940 ADD R14,R13,R10
1950 CMP R14,r
1960 BGE gotcc%
1970 SUBS R13,R13,R10
1980 RSEMI R13,R13,#0
1990 SUB R13,R13,m
2000 FMM116(x,y,10,11,12,14)
2010 ADD y,R10,R10
2020 SUB y,y,n
2030 MOV x,R13
2040 ADD cc,cc,#1
2050 CMP cc,#M%
2060 BLE cloop%
2070 MOV cc,#1
2080 :
2090 .gotcc%
2100 SUB cc,cc,#1
2110 ADR R14,lut%
2120 LDRB cc,[R14,cc]
2130 :

```



```

2140 LDRB R14,[addr]
2150 TST xc,#1
2160 ANDNE R14,R14,#15
2170 ORRNE R14,R14,cc,LSL #4
2180 ANDEQ R14,R14,#240
2190 ORREQ R14,R14,cc
2200 STRB R14,[addr]
2210 :
2220 ADDNE addr,addr,#1
2230 IF set=1 THEN
2240 [OPT opt%
2250 LDR y,ay%
2260 LDR x,ax%
2270 LDR R14,axi%
2280 ADD x,x,R14
2290 STR x,ax%
2300 SUBS xc,xc,#1
2310 BGT colloop%
2320 LDR R14,ayi%
2330 ADD y,y,R14
2340 STR y,ay%
2350 ]
2360 ELSE
2370 [OPT opt%
2380 LDR n,ay%
2390 LDR m,ax%
2400 LDR R14,axi%
2410 ADD m,m,R14
2420 STR m,ax%
2430 SUBS xc,xc,#1
2440 BGT colloop%
2450 LDR R14,ayi%
2460 ADD n,n,R14
2470 STR n,ay%
2480 ]
2490 ENDIF
2500 [OPT opt%
2510 SUBS yc,yc,#1
2520 BGT rowloop%
2530 LDR R13,asptemp%
2540 LDMPD R13!,{pc }
2550 .lut%
2560 EQUB 0
2570 ]
2580 FOR CL%=1 TO M%
2590 [OPT opt%
2600 EQUB CL% MOD 15+1
2610 ]
2620 NEXT CL%
2630 NEXT opt%
2640 ENDPROC
2650 :
2660 DEF FNmul16(x%,a%,r%,u%,v%,w%)
2670 [OPT opt%
2680 MOVs w%,a%,LSL #1
2690 RSBSC a%,a%,#0
2700 TEQ x%,#0
2710 RSEMI r%,x%,#0
2720 ]
2730 IF r%<x% THEN
2740 [OPT opt%
2750 MOVPL r%,x%
2760 ]
2770 ENDIF
2780 [OPT opt%
2790 MOV w%,pc,LSR #31
2800 MOV w%,w%,LSL #28
2810 TEQ w%,pc,LSR #1
2820 MOV w%,r%,LSR #16
2830 BIC r%,r%,w%,LSL #16
2840 MOV v%,a%,LSR #16
2850 BIC a%,a%,v%,LSL #16
2860 MUL u%,a%,r%
2870 TST u%,#1<<15
2880 MOV u%,u%,LSR #16
2890 ADDNE u%,u%,#1
2900 MLA u%,u%,r%,u%
2910 MLA u%,u%,w%,u%
2920 MUL r%,v%,w%
2930 ADD r%,u%,r%,LSL #16
2940 RSBVS r%,r%,#0
2950 ]
2960 =0
2970 :
2980 DEF FNsqu16(x%,r%,u%,v%,w%)
2990 [OPT opt%
3000 TEQ x%,#0
3010 RSEMI r%,x%,#0
3020 ]
3030 IF r%<x% THEN
3040 [OPT opt%
3050 MOVPL r%,x%
3060 ]
3070 ENDIF
3080 [OPT opt%
3090 MOV w%,r%,LSR #16
3100 BIC r%,r%,w%,LSL #16
3110 MUL u%,r%,r%
3120 TST u%,#1<<15
3130 MOV u%,u%,LSR #16
3140 ADDNE u%,u%,#1
3150 MUL v%,w%,r%
3160 ADD u%,u%,v%,ASL #1
3170 MUL r%,w%,w%
3180 ADD r%,u%,r%,LSL #16
3190 ]

```

```

3200 =0
3210 :
3220 DEF FNvar(var)
3230 SYS "OS_ReadModeVariable",mode,var
TO ,val
3240 =val
3250 :
3260 DATA 0,0,0
3270 DATA 192,0,240
3280 DATA 144,48,240
3290 DATA 96,96,240
3300 DATA 48,144,240
3310 DATA 0,192,240
3320 DATA 0,240,192
3330 DATA 48,240,144
3340 DATA 96,240,96
3350 DATA 144,240,48
3360 DATA 192,240,0
3370 DATA 240,192,0
3380 DATA 240,144,48
3390 DATA 240,96,96
3400 DATA 240,48,144
3410 DATA 240,0,192

```

Listing Info12

```

10 REM >Squigglel (Info12)
20 REM By Alan Beasley
30 REM From original game by Barr
y Wickett
40 REM For 32-bit machines
50 REM (c) BAU May 1993
60 :
70 PROCsetup
80 REPEAT
90 PROCinitialize
100 PROCprompt("Player/Computer to sta
rt? Press P or C")
110 char$=FNget("p","c")
120 IF char$="p" THEN player%=1 ELSE p
layer%=2
130 PROCprompt(STRING$(40," "))
140 PROCkey_numbers
150 REPEAT
160 player%=3-player%
170 PROCplay(player%)
180 UNTIL winner%>0
190 score%(winner%)+=1
200 VDU 4
210 COLOUR 1
220 PRINT TAB(3,22); score%(1)
230 PRINT TAB(34,22); score%(2)
240 PROCprompt(name$(winner%)+ " wins!
Another game? (Y/N)")
250 again$=FNget("y","n")
260 UNTIL again$="n"
270 MODE12
280 END
290 :
300 DEF PROCplay(pl%)
310 rx%=FNord(x%)
320 ry%=FNord(y%)
330 GCOL 3,3
340 RECTANGLE FILL rx%,ry%,96,96
350 MOVE BY -60,-32
360 IF pl%=1 THEN
370 VDU 67
380 key%=FNcomputer
390 ELSE
400 VDU 80
410 key%=FNplayer
420 ENDIF
430 PROCdraw(FNord(x%),FNord(y%),key%)
440 board%(x%,y%)=key%
450 REPEAT
460 pd%=entrance(board%(x%,y%),pd%)
470 x%+=ix%(pd%)
480 y%+=iy%(pd%)
490 off_board%=x%<1 OR y%<1 OR x%>8 OR
y%>8
500 home%=(x%=8 AND y%=9) OR (x%=9 AND
y%=8)
510 UNTIL board%(x%,y%)=0 OR off_board
%
520 IF home% THEN
530 winner%=pl%
540 ELSE
550 IF off_board% THEN winner%=3-pl%
560 ENDIF
570 ENDPROC
580 :
590 DEF PROCsetup
600 MODE 1
610 PROCreset
620 COLOUR 0,0,100,100
630 COLOUR 1,200,200,200
640 COLOUR 2,0,0,100
650 COLOUR 3,200,0,0
660 DIM board%(9,9),ix%(4),iy%(4),entr
ance(3,4)
670 DIM name$(2),keys%(2,4,3),score%(2
)
680 FOR dir=1 TO 4
690 READ ix%(dir), iy%(dir)
700 NEXT dir
710 FOR piece=1 TO 3

```

```

720 FOR entrance=1 TO 4
730 READ entrance(piece,entrance)
740 NEXT entrance
750 NEXT piece
760 name$(1)="Computer"
770 name$(2)="Player"
780 FOR m%=1 TO 2
790 FOR j%=1 TO 4
800 FOR k%=1 TO 3
810 READ keys%(m%,j%,k%)
820 NEXT k%
830 NEXT j%
840 NEXT m%
850 RECTANGLE 96,96,804,804
860 GCOL 0,2
870 RECTANGLE 92,92,812,812
880 FOR piece=1 TO 3
890 px%=FNord(.5+piece*2)
900 py%=12
910 PROCdraw(px%,py%,piece)
920 NEXT piece
930 VDU5
940 FOR n%=1 TO 2
950 IF n%=1 THEN
960 px%=0: py%=736
970 ELSE
980 px%=976: py%=676
990 ENDIF
1000 str$=name$(n%)+ " score"
1010 FOR p%=1 TO LEN(str$)
1020 GCOL 0,1
1030 MOVE px%,(py%-32*p%)
1040 asc%=ASC(MID$(str$,p%,1))
1050 VDU asc%
1060 GCOL 0,3
1070 MOVE BY -36,4
1080 VDU asc%
1090 NEXT p%
1100 NEXT n%
1110 ENDPROC
1120 :
1130 DEF PROCreset
1140 VDU 26
1150 ORIGIN 124,100
1160 ENDPROC
1170 :
1180 DEF FNord(a)=(a*100) AND NOT 3
1190 :
1200 DEF PROCdraw(rx,ry,piece)
1210 VDU 24,rx;ry;rx+96;ry+96;
1220 GCOL 0,1
1230 RECTANGLE FILL rx,ry,96,96
1240 GCOL 0,2
1250 RECTANGLE rx,ry,96,96
1260 GCOL 0,3
1270 FOR ix=0 TO 4 STEP 4
1280 FOR iy=0 TO 4 STEP 4
1290 CASE piece OF
1300 WHEN 1:
1310 CIRCLE rx+ix,ry+iy,50
1320 CIRCLE rx+ix+96,ry+iy+96,50
1330 WHEN 2:
1340 LINE rx+ix,ry+iy+50,rx+ix+100,ry+
iy+50
1350 LINE rx+ix+50,ry+iy,rx+ix+50,ry+iy
+100
1360 WHEN 3:
1370 CIRCLE rx+ix+96,ry+iy,50
1380 CIRCLE rx+ix,ry+iy+96,51
1390 ENDCASE
1400 NEXT iy
1410 NEXT ix
1420 PROCreset
1430 ENDPROC
1440 :
1450 DATA 0,-1,-1,0,0,1,1,0
1460 DATA 4,3,2,1
1470 DATA 1,2,3,4
1480 DATA 2,1,4,3
1490 DATA 1,2,3
1500 DATA 1,2,3
1510 DATA 3,2,1
1520 DATA 3,2,1
1530 DATA 3,2,1
1540 DATA 3,2,1
1550 DATA 1,2,3
1560 DATA 1,2,3
1570 :
1580 DEF PROCinitialize
1590 board%()=0
1600 board%(1,1)=2: board%(8,8)=2
1610 FOR x=1 TO 8
1620 FOR y=1 TO 8
1630 PROCdraw(FNord(x),FNord(y),board%(
x,y))
1640 NEXT y
1650 NEXT x
1660 winner%=0
1670 X%=2: Y%=1: pd%=4
1680 ENDPROC
1690 :
1700 DEF PROCprompt(s$)
1710 VDU 4
1720 COLOUR 1
1730 tab%=20-(LEN(s$) DIV 2)
1740 PRINT TAB(tab%,30) s$

```

```

1750 VDU 5
1760 ENDPROC
1770 :
1780 DEF PROCkey_numbers
1790 FOR piece=1 TO 3
1800 px%=FNord(.5+piece*2)
1810 py%=12
1820 GCOL 0,3
1830 MOVE px%+42,py%-32
1840 VDU5,48+piece
1850 GCOL 0,1
1860 MOVE BY -36,4
1870 VDU5,48+piece
1880 NEXT piece
1890 ENDPROC
1900 :
1910 DEF FNsafe(a%,b%,p%,k%)
1920 board%(a%,b%)=k%
1930 REPEAT
1940 p%=entrance(board%(a%,b%),p%)
1950 a%+=ix%(p%)
1960 b%+=iy%(p%)
1970 on board%=(a%>0 AND a%<9 AND b%>0
AND b%<9)
1980 home%=(a%=8 AND b%=9) OR (a%=9 AND
b%=8)
1990 UNTIL board%(a%,b%)=0 OR NOT on_bo
ard%
2000 =on_board% OR home%
2010 :
2020 DEF FNget(a$,b$)
2030 REPEAT
2040 g$=CHR$(GET OR 32)
2050 UNTIL g$=a$ OR g$=b$
2060 =g$
2070 :
2080 DEF FNplayer
2090 REPEAT
2100 k%=GET-48
2110 UNTIL k%>=1 AND k%<=3
2120 =k%
2130 :
2140 DEF FNcomputer
2150 PROCpause
2160 IF RND(2)=1 THEN =FNcomp1 ELSE =FN
comp2
2170 :
2180 DEF PROCpause
2190 time%=TIME+50
2200 REPEAT UNTIL TIME=time%
2210 ENDPROC
2220 :
2230 DEF FNcomp1
2240 k%=RND(3)
2250 try%=0
2260 REPEAT
2270 k%+=1
2280 IF k%=4 THEN k%=1
2290 try%+=1
2300 UNTIL FNsafe(x%,y%,pd%,k%) OR try%
=3
2310 =k%
2320 :
2330 DEF FNcomp2
2340 try%=0
2350 odd_moves%=(16-x%-y%) MOD 2 = 1
2360 IF odd_moves% THEN m%=1 ELSE m%=2
2370 REPEAT
2380 try%+=1
2390 k%=keys%(m%,pd%,try%)
2400 UNTIL FNsafe(x%,y%,pd%,k%) OR try%
=3
2410 =k%

```

Listing Info13

```

10 REM >Dancer (Info13)
20 REM By Mark Hobson
30 REM For 32-bit machines
40 REM (c) BAU May 1993
50 :
60 MODE 0:OFF
70 h=10
80 size=200
90 E=.7
100 g=-2
110 D=size/h
120 DIM v(h),w(h),x(h),y(h)
130 bank=1
140 REPEAT
150 MOUSE x,y,b
160 x1=x:y1=y
170 FOR i=1 TO h
180 dx=x(i)-x1+v(i)*E
190 dy=y(i)-y1+w(i)*E
200 d=D/SQR(dx*dx+dy*dy+.4)
210 x1+=dx*d:x(i)=x1
220 y1+=dy*d:y(i)=y1
230 d=d/2-.5
240 v(i)+=dx*d
250 w(i)+=dy*d-g
260 v(i-1)-=dx*d
270 w(i-1)-=dy*d+g
280 NEXT
290 WAIT
300 bank=3-bank

```



```

310 SYS 6,113,bank
320 SYS 6,112,3-bank
330 CLS
340 MOVE x,y
350 FOR i=1 TO h
360 DRAW x(i),y(i)
370 NEXT
380 CIRCLE x(h),y(h)+40,40
390 MOVE x(h),y(h)
400 DRAW x(h-6)+70,y(h-6)
410 DRAW x(h)+40,y(h-8)
420 MOVE x(h),y(h)
430 DRAW x(h-6)-70,y(h-6)
440 DRAW x(h)-40,y(h-8)
450 MOVE x,y
460 DRAW x(h-2)-50,y-(y(h-6)-y)-30
470 DRAW x(h-6)-30,y-(y(h)-y)-60
480 MOVE x,y
490 DRAW x(h-2)+50,y-(y(h-6)-y)-30
500 DRAW x(h-6)+30,y-(y(h)-y)-60
510 UNTIL FALSE

```

Listing Info14

```

10 REM >Skater (Info14)
20 REM By Mark Hobson
30 REM For 32-bit machines
40 REM (c) BAU May 1993
50 :
60 MODE0:OFF
70 h=10
80 size=200
90 E=.7
100 g=2
110 D=size/h
120 DIM v(h),w(h),x(h),y(h)
130 bank=1
140 MOUSE RECTANGLE -100,300+size,1479
,1023
150 REPEAT
160 MOUSE x,y,B
170 x1=x:y1=y
180 IF y1>300+size MOUSE TO x,y-16:IF
y<300 MOUSE x,300
190 FOR i=1 TO h

```

```

200 dx=x(i)-x1+v(i)*E
210 dy=y(i)-y1+w(i)*E
220 d=D/SQR(dx*dx+dy*dy+.4)
230 x1=dx*d:x(i)=x1
240 y1=dy*d:y(i)=y1
250 d=d/2-.5
260 v(i)=dx*d
270 w(i)=dy*d-g
280 v(i-1)=-dx*d
290 w(i-1)=-dy*d+g
300 NEXT
310 WAIT
320 bank=3-bank
330 SYS 6,113,bank
340 SYS 6,112,3-bank
350 CLS
360 MOVE x,y
370 FOR i=1 TO h
380 DRAW x(i),y(i)
390 NEXT
400 CIRCLE x,y+40,40
410 MOVE x,y
420 DRAW x(6)+70,y(6)

```

```

430 DRAW x+40,y(8)
440 MOVE x,y
450 DRAW x(6)-70,y(6)
460 DRAW x-40,y(8)
470 bx1=x(6)-30
480 by1=y(h)-(y-y(h))-60
490 bx2=x(6)+30
500 by2=y(h)-(y-y(h))-60
510 MOVE x(h),y(h)
520 DRAW x(2)-50,y(h)-(y(6)-y(h))-30
530 DRAW bx1,by1
540 MOVE x(h),y(h)
550 DRAW x(2)+50,y(h)-(y(6)-y(h))-30
560 DRAW bx2,by2
570 IF x<x(h) bx1=x:bx2=x(h) ELSE bx1
=x(h):bx2=x
580 MOVE bx1-45,by1
590 DRAW bx2+45,by2
600 CIRCLE bx1-20,by1-16,16
610 CIRCLE bx2+20,by1-16,16
620 LINE 0,0,1279,0
630 RECTANGLE 600,0,80,150
640 UNTIL FALSE

```

BJÖRN AGAIN

Listing Pong

```

10 REM >Pong
20 REM By Fin Fahey
30 REM For 32-bit machines
40 REM (c) BAU May 1993
50 :
60 MODE 12:CLS:CLG:OFF:SOUND ON
70 DIM Chardat%(15,15)
80 FOR n=0 TO 12
90 FOR m=0 TO 14
100 READ Chardat%(n,m)
110 NEXT m
120 NEXT n
130 :
140 Gap%=600:Pad%=80:PSpeed%=10
150 Padio%=(1000-Gap%)/2:Padhi%=Padio%
+Gap%-Pad%
160 Turn%=0:PROCEnd
170 :
180 WHILE 0=0
190 PROCGame
200 PROCScreen
210 PROCLoop
220 PROCEnd
230 ENDWHILE
240 :
250 REM Start Game
260 DEF PROCGame BSpeed1%=0:BSpeed2%=
0
270 Score1%=15:Score2%=15:Win%=0
280 PROCstart
290 ENDPROC
300 :
310 REM Main game loop
320 DEF PROCLoop WHILE Score1%>0 AND
Score2%>0
330 IF INKEY(-98) THEN PROCDown1
340 IF INKEY(-66) THEN PROCUp1
350 :
360 MOUSE x%,y%,But%
370 IF But%>3 THEN PROCUp2
380 IF But%>1 OR But%>3 THEN PROCDown2
390 :
400 PROCBall
410 IF Win%>0 THEN PROCNew
420 ENDWHILE
430 ENDPROC
440 :
450 REM Check score
460 DEF PROCNew IF Win%=1 THEN
470 Col%=0:PROCscore1
480 Score1%=Score1%-1:Col%=1
490 PROCscore1
500 ELSE
510 Col%=0:PROCscore2
520 Score2%=Score2%-1:Col%=1
530 PROCscore2
540 ENDIF
550 GCOL 0:RECTANGLE FILL 8,8,8
560 PROCstart
570 ENDPROC
580 :
590 REM Animate Ball
600 DEF PROCBall GCOL 0:RECTANGLE FIL
L 8,8,8 TO Ballx%,Bally%
610 Win%=0:Chy%=0
620 Bally%=Bally%+Ballyv%:Ballx%=Ballx
%+Ballvx%
630 :
640 IF Bally%<=30 THEN
650 Bally%=30:Ballyv%=-Ballyv%:Chy%=1:
SOUND 1,-15,110,5
660 ELSE

```

```

670 IF Bally%>=999 THEN Bally%=999:Bal
lvv%=-Ballyv%:Chy%=1:SOUND 1,-15,110,5
680 ENDIF
690 :
700 IF Chy%=0 THEN
710 IF Ballx%<=400 THEN
720 IF POINT(Ballx%-8,Bally%)=7 THEN
730 Ballvx%=ABS(Ballvx%):tim%=tim+1
740 IF Bally%>Padio% AND Bally%<Padhi%
THEN
750 Ballyv%=Ballyv%+SGN(Ballyv%)*BSpee
d1%:SOUND 1,-15,80,5
760 IF tim%>8 THEN Ballvx%=Ballvx%+3:B
allyv%=Ballyv%+2:tim%=0
770 ELSE
780 SOUND 1,-15,110,5
790 ENDIF
800 ELSE
810 IF Ballx%<=40 THEN Win%=1:SOUND 1,
-15,130,5
820 ENDIF
830 ENDIF
840 :
850 IF Ballx%>=624 THEN
860 IF POINT(Ballx%+8,Bally%)=7 THEN
870 Ballvx%=-ABS(Ballvx%):tim%=tim+
1
880 IF Bally%>Padio% AND Bally%<Padhi%
THEN
890 Ballyv%=Ballyv%+SGN(Ballyv%)*BSpee
d2%:SOUND 1,-15,90,5
900 IF tim%>8 THEN Ballvx%=Ballvx%+3:B
allyv%=Ballyv%+2:tim%=0
910 ELSE
920 SOUND 1,-15,110,5
930 ENDIF
940 ELSE
950 IF Ballx%>=990 THEN Win%=-1:SOUND
1,-15,130,5
960 ENDIF
970 ENDIF
980 ENDIF
990 GCOL 7
1000 RECTANGLE FILL Ballx%,Bally%,8 TO
8,8
1010 IF Win%=0 THEN RECTANGLE FILL Ball
x%,Bally%,8
1020 WAIT
1030 ENDPROC
1040 :
1050 REM Determine ball values
1060 DEF PROCstart Bally%=INT(RND(1)*80
0)+100:Ballvx%=0:Ballyv%=INT(RND(1)*3)+1
1070 IF Turn%=0 THEN Ballx%=400:Ballyv%
=-INT(RND(1)*8)-3
1080 IF Turn%=1 THEN Ballx%=624:Ballyv%
=INT(RND(1)*8)+3
1090 IF Turn%=1 THEN Turn%=0 ELSE Turn%
=1
1100 ENDPROC
1110 :
1120 REM Move paddle 1 down
1130 DEF PROCDown1 IF Padi%>Padio% THEN
1140 GCOL 0:PROCpad1
1150 GCOL 7:Padi%=Padi%-PSpeed%
1160 PROCpad1
1170 IF BSpeed1%>4 THEN BSpeed1%=BSpee
d1%-2
1180 ENDIF
1190 ENDPROC
1200 :
1210 REM Move paddle 1 Up
1220 DEF PROCUp1 IF Padi%<Padhi% THEN
1230 GCOL 0:PROCpad1

```

```

1240 GCOL 7:Padi%=Padi%+PSpeed%
1250 PROCpad1
1260 IF BSpeed1%<4 THEN BSpeed1%=BSpeed
1%+2
1270 ENDIF
1280 ENDPROC
1290 :
1300 REM Move paddle 2 down
1310 DEF PROCDown2 IF Pad2%>Padio% THEN
1320 GCOL 0:PROCpad2
1330 GCOL 7:Pad2%=Pad2%-PSpeed%
1340 PROCpad2
1350 IF BSpeed2%>4 THEN BSpeed2%=BSpee
d2%-2
1360 ENDIF
1370 ENDPROC
1380 :
1390 REM Move paddle 2 Up
1400 DEF PROCUp2 IF Pad2%<Padhi% THEN
1410 GCOL 0:PROCpad2
1420 GCOL 7:Pad2%=Pad2%+PSpeed%
1430 PROCpad2
1440 IF BSpeed2%<4 THEN BSpeed2%=BSpeed
2%+2
1450 ENDIF
1460 ENDPROC
1470 :
1480 REM Draw screen
1490 DEF PROCScreen CLS:CLG:Score1%=15
:Score2%=15:GCOL 7
1500 y=0:PROChor
1510 y=1000:PROChor
1520 x=516:PROCVert
1530 :
1540 RECTANGLE FILL 96,0,8,(1000-Gap%)/
2
1550 RECTANGLE FILL 96,500+Gap%/2,8,(10
00-Gap%)/2
1560 :
1570 RECTANGLE FILL 936,0,8,(1000-Gap%
)/2
1580 RECTANGLE FILL 936,500+Gap%/2,8,(1
000-Gap%)/2
1590 :
1600 PROCscore1
1610 :
1620 PROCscore2
1630 Padi%=400:Pad2%=400
1640 PROCpad1
1650 PROCpad2
1660 ENDPROC
1670 :
1680 REM Draw paddle 1
1690 DEF PROCpad1 RECTANGLE FILL 96,P
adi%,0,Pad%
1700 ENDPROC
1710 :
1720 REM Draw paddle 2
1730 DEF PROCpad2 RECTANGLE FILL 936,
Pad2%,8,Pad%
1740 ENDPROC
1750 :
1760 REM Draw score 1
1770 DEF PROCscore1 score%=Score1%:x=43
0:y=920
1780 PROCNum2
1790 ENDPROC
1800 :
1810 REM Draw score 2
1820 DEF PROCscore2 score%=Score2%:x=53
0:y=920
1830 PROCNum2
1840 ENDPROC
1850 :

```

```

1860 REM Draw horizontal line
1870 DEF PROChor FOR x=96 TO 928 STEP 3
2
1880 RECTANGLE FILL x,y,16,12
1890 NEXT x
1900 ENDPROC
1910 :
1920 REM Draw vertical line
1930 DEF PROCVert FOR y=0 TO 1024 STEP
32
1940 RECTANGLE FILL x,y,8,12
1950 NEXT y
1960 ENDPROC
1970 :
1980 REM Draw two digit score
1990 DEF PROCNum2 num1%=INT(score%/10):
num2%=score%-num1%*10
2000 GCOL 0:RECTANGLE FILL x,y,66,40:GC
OL 7
2010 IF num1%<0 THEN num%=num1%:PROCNu
m
2020 x=x+36:num%=num2%:PROCNu
2030 ENDPROC
2040 :
2050 REM Draw one digit
2060 DEF PROCNum b%=0
2070 FOR n=0 TO 2
2080 FOR m=0 TO 4
2090 IF Chardat%(num%,b%)=1 THEN
2100 RECTANGLE FILL x+10*n*scale,y+8*m*
scale,8*(scale+z%),6*(scale+z%)
2110 ENDIF
2120 b%=b+1
2130 NEXT m
2140 NEXT n
2150 ENDPROC
2160 :
2170 REM Make big pong
2180 DEF PROCPPong scale=4:z%=1:x=400:y=
500:num%=10:PROCNu
2190 x=550:y=500:num%=0:PROCNu
2200 x=700:y=500:num%=11:PROCNu
2210 x=850:y=500:num%=12:PROCNu
2220 scale=1:z%=0
2230 ENDPROC
2240 :
2250 REM Waiting to play
2260 DEF PROCEnd CLS:CLG:But%=0
2270 WHILE But%=0
2280 GCOL 7:PROCpong
2290 GCOL 0:FOR n=0 TO 15000:NEXT n
2300 PROCPPong:FOR n=0 TO 15000:NEXT n
2310 MOUSE x%,y%,But%
2320 ENDWHILE
2330 ENDPROC
2340 :
2350 REM data for characters
2360 DATA 1,1,1,1,1,1,0,0,0,1,1,1,1,1,1
2370 DATA 0,0,0,0,0,1,1,1,1,0,0,0,0,0,0
2380 DATA 1,1,1,0,1,0,1,0,1,0,1,0,1,1,1
2390 DATA 1,0,0,0,1,0,1,0,1,0,1,1,1,1,1
2400 DATA 0,1,1,1,1,1,0,0,0,0,1,0,0,0,0
2410 :
2420 DATA 1,0,1,1,1,0,1,0,1,1,1,1,0,1,0
2430 DATA 1,1,1,1,1,0,1,0,1,0,0,1,1,1,0,0
2440 DATA 0,0,0,0,1,0,0,0,0,1,1,1,1,1,1
2450 DATA 1,1,1,1,1,0,1,0,1,0,1,1,1,1,1
2460 DATA 0,0,1,1,1,0,0,1,0,1,1,1,1,1,1
2470 :
2480 DATA 1,1,1,1,1,0,0,1,0,1,0,0,1,1,1,1
2490 DATA 1,1,1,1,1,0,1,1,0,1,1,1,1,1,1
2500 DATA 1,1,1,1,1,1,0,0,0,1,1,1,0,0,1,0

```


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THE MOXON INTERVIEW

IAN GOODALL

Within hours of the release of the new Acorn range, I said to the design team: "We make high quality upgrades for Acorn computers; that's true. But you guys aren't going to have much to do if we don't design something to allow the new machines to take more than one card." That's how the Ultimate Expansion System was born.'

Ian Goodall, the man responsible for HCCS' product sales and marketing, doesn't pretend that having a product strategy is vital: 'They realised this was a serious point: we sell upgrades for Acorns, and as the new machines can only take one expansion card, we were seriously jeopardising our long-term future as a hardware manufacturer.'

'We had a long meeting, and the team decided it was possible to design an expansion system which would be contained completely inside the machine, as long as the problems of cooling and power supply could be overcome. The designing of credit card sized micropodules was the key, with a standard d-type connector for every podule to allow them to slot in easily.'

The result of the Newcastle-based team's efforts is the Ultimate Expansion System, which may well become the standard expansion route for owners of the new range, as well as older machines.

'We started off by designing the multipodule for the A3010, which has a hard disc and two slots for micro podules. This was closely followed by the A3020 and A4000 versions, though at this point we'd not actually seen an A4000. They were that rare.'

'Finally we made a strategic decision to produce a version for the A5000, so that micropodules are the only expansion cards for the Archimedes that will fit in all the machines in the range (except the A4).'



Indeed. The coupling of a market-driven product philosophy and a team of technical designers has meant HCCS has released some pretty innovative products.

'In 1991, when I was working for Kelator, Acorn's main distributor at the time, I saw it would be beneficial to broaden the available product range with a video digitiser, and HCCS had designed one for the BBC some years before.'

'As a result, HCCS designed and built a digitiser to compete with Wild Vision's Hawk V9, and it sold reasonably well. However, having got into the digitiser market, HCCS' design team saw the possibility of a high-performance, low-cost, real time digitiser with the software mainly on disc, cutting the cost of the product.'

'The decision was taken to bring out a monochrome version of the add-on, at a cost to appeal to those people who might not know they wanted a

digitiser. The increase in camcorder sales gave us confidence, and next the monochrome Vision digitiser was launched in January 1992 at a price of £49.

'A colour version soon appeared for £79, and a high resolution digitiser called HiVision followed at £129.'

'At the October *Acorn User* show we managed to sell 300 digitiser units in just three days, which was fine, except for the fact that we had only had 200 units at the show. It was obvious by the Saturday morning that we were going to sell out, so we manufactured another 100 and brought them down on Sunday.'

Accelerating sales curves seem to prove Ian's point: decide on a market and go for it. It worked for Computer Concepts with *Impression* and *ArtWorks*, and it's working for HCCS. Maybe that's why the Acorn marketplace is awash with new products this spring.

NEXT MONTH

Buying a new application can sometimes be a tough and time-consuming decision. With new packages – and upgrades – coming on the market little by little, it is often difficult to make a direct comparison. Which is why *Acorn User* has decided to step into the breach.

Our new buyer's guides will look at major packages in a certain field and compare the results. Price, ease of use and, of course, the features they provide, will all be assessed by an experienced reviewer.

The first buyer's guide will take a look at graphics, so if you want to see the real state-of-the-art in the Acorn world, don't miss our June issue.

THE LATEST RELEASES

One package that should be of interest to home users, and may also find a home in many geography classrooms is *Topographer*, an application that can turn a humdrum map into a three-dimensional landscape.

For teachers, and parents, we have a special round-up next month, with a 'back to nature' feel. *Woodlands*, *Badger Trails*, *Creepy Crawlies* and *Living Birds* are just some of the packages that signify a growing interest in wildlife and the environment. On a more scientific bent, *Computer Aided Design* comes in many guises, and *ProCAD* strives to take the professional approach. But how does it fare against the most well-known CAD package of them all: *AutoCAD* on the PC?

And finally, something that will appeal to all those on the upgrade trail is our special look at Ram upgrades. When you are short on memory space, the benefits are all too clear, but which is the best buy?

THE BEST ADVICE

Next month's issue will – as always – be packed full of advice, tips and techniques.

Our music series will explain how programmers can use the Arc's amazing sonic abilities to best advantage, while a brand new series starts you on the road to designing fast 3D graphics.

Marvel at the quotidian zaniness of *INFO, with contributions from all over the globe, and dig into our brand new series of hints and tips.

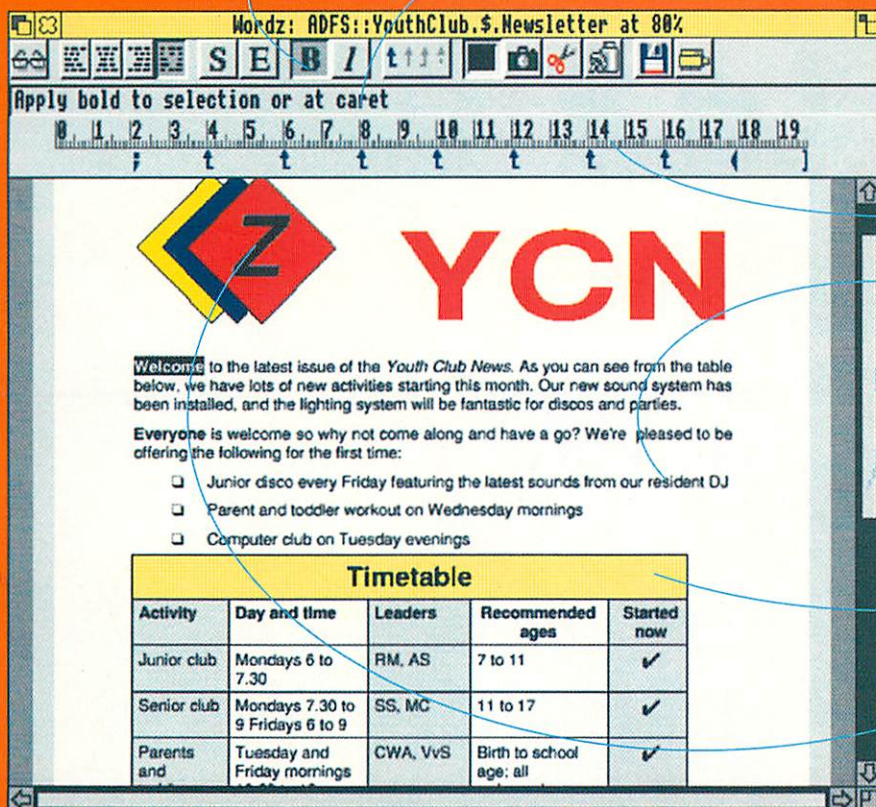
DAN BURTON

At last, the word processor the Archimedes has been waiting for. A program that's so easy to use you'll be able to create great-looking documents the first time you use it. The facilities used most are in the *button bar*, and the *status line* gives you instant feedback. Just click and drag in the *ruler* to set margins and tabs; click on a button to cut and paste - it's that easy.

Wordz has all the features you'd expect from a state-of-the-art word processor. The powerful style editor gives you complete control over all aspects of your text; *font*, *spacing*, *margins*, and *colour*. Unparalleled control over *tables* including dragging to resize columns and rows. Speedy check-as-you-type or whole document spell checking. Import *pictures* and text from other programs, including PipeDream.

Wordz is the first of a family of programs which share the same easy user interface and include dynamic data linking. The spreadsheet Resultz will be available in mid-1993.

Wordz costs £99+VAT. "Is it easy to use? It's falling-off-a-log easy to use."



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You have been directed by the Terran Defence Agency to pilot the new V7 Terrastormer against the alien forces. Although vastly out-numbered, and initially out-gunned, you can collect extra primary and incendiary weapons and shields as you progress through Outer Space, the Satellites of Kirius and, finally, for the fearless few, the Colonised Worlds.

There are 18 increasingly fiendish stages, with brilliant arcade-quality graphics and massive animated sprites, plus digitised sound effects and 6 atmospheric pieces of stereo music. Control by keyboard or joysticks (Acorn A3010 or RTFM).

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